

Example

Patch - Park selected fixtures

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description:	Parks the currently selected fixtures

[park](#), [selected](#), [fixtures](#)

functions

- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [Patch.Repatch.SetDmxAddressesFromSelectedFixture](#)
- [Patch.Repatch.ParkSelectedFixtures](#)
- [Handles.ClearSelection](#)

affected properties

- [Windows.PatchView.Handles](#)

It is important to find the correct control name, see [ControlName](#)

Code

[ParkSelectedFixtures.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.ParkSelectedFixtures" name="Park Selected
Fixtures">
    <description>Parks the currently selected fixtures.</description>
    <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Handles.SetSourceHandleRangeFromHandles(Windows.PatchView.Handles
, true)</step>
    <step>Patch.Repatch.SetDmxAddressesFromSelectedFixture()</step>
    <step>Patch.Repatch.ParkSelectedFixtures()</step>
    <step>Handles.ClearSelection()</step>
    </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](#)

Each macro gets the currently selected fixtures and puts these handles in the menu property "Windows.PatchView.Handles".

All fixtures in this property are then pan-inverted resp. pan-univerted.

How to use it

- [make this macro available](#)
- When needed, select some fixtures and apply this macro in order to invert pan for these fixtures.

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

Permanent link:
<https://avosupport.de/wiki/macros/example/parkselectedfixtures?rev=1565850360>

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