

Example

# Programmer - Direction

|                     |                              |
|---------------------|------------------------------|
| <b>by:</b>          | Alex del Bondio              |
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| <b>description:</b> | Changes programmer direction |
| <b>remarks:</b>     |                              |

adb\_programmerdirection.xml

[programmer](#), [direction](#), [overlap](#)

This selection of macros lets you change the programmer direction to be used with fixture overlap. These macros have [Active Binding](#) set so they will highlight when the corresponding attribute is set.

The code below is a snippet of the whole file which contains macros for all available directions.

## functions

- [ActionScript.SetProperty.Enum](#)
- [Active Binding](#)

## affected properties

- [Selection.Context.Global.Direction](#)

## Code

[direction.xml](#)

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

<!-- Directions: None, LeftToRight, TopDown, HorizontalBlinds,
RightToLeft, BottomUp, VerticalBlinds, TopLeftIn,
TopRightIn, RadialMiddle, BottomLeftIn, BottomRightIn,
BottomMiddleUpRadial, EndsInLinear, Random -->

<macro id="adb.Macros.direct.LeftToRight" name="Direction
LeftToRight">
  <active binding="{propertyLink
id='Selection.Context.Global.Direction'
converter='Math.EnumAsStringEqualityConverter'
converterParameter='LeftToRight'}"/>
```

```
<sequence>
<step>ActionScript.SetProperty.Enum("Selection.Context.Global.Direction
", "LeftToRight")</step>
</sequence>
</macro>

<macro id="adb.Macros.direct.RightToLeft" name="Direction
RightToLeft">
  <active binding="{propertyLink
id='Selection.Context.Global.Direction'
  converter='Math.EnumAsStringEqualityConverter'
  converterParameter='RightToLeft'}"/>
  <sequence>
<step>ActionScript.SetProperty.Enum("Selection.Context.Global.Direction
", "RightToLeft")</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](#)

- Selection.Context.Global.Direction is the property regarding the direction and needs to be set via ActionScript.SetProperty.Enum
- active binding is used to highlight a macro when the corresponding property (propertyLink id) matches the converterParameter. A good starting point to understand active binding is either this wiki or this post in the Avo forum <http://forum.avolites.com/viewtopic.php?f=20&t=5962>

## How to use it

- [make this macro available](#)

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

Permanent link:  
<https://avosupport.de/wiki/macros/example/programmerdirection?rev=1557057539>

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