

Example

Patch - Repatch Selected Fixtures

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description:	repatch selected fixtures to another DMX address
remarks:	idea by Daniel Dai

[Patch](#), [Repatch](#), [Fixtures](#)

functions

- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [Patch.Repatch.SetDmxAddressesFromSelectedFixture](#)
- [Patch.SetCurrentDmxAssignment](#)
- [ActionScript.SetProperty.Enum](#)
- [Patch.Repatch.RepatchSelectedFixtures](#)
- [Handles.ClearSelection](#)
- [Programmer.Editor.ClearAll](#)

affected properties

- [Windows.PatchView.Handles](#)
- [Patch.Repatch.BunchUp](#)
- [Patch.CurrentDmxAssignment](#) (set inherently)

Code

[RepatchSelectedFixtures.xml](#)

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

<!-- repatches all selected fixtures to line 42 channel 1 onwards -->

    <macro id="Avolites.Macros.Repatch.Universe42" name="Repatch to
    Universe 42">
        <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.SetCurrentDmxAssignment(42.1)</step>
        <step>ActionScript.SetProperty.Enum("Patch.Repatch.BunchUp",
```

```
"BunchUp" )</step>  
  <step>Patch.Repatch.RepatchSelectedFixtures(true)</step>  
  <step>Handles.ClearSelection()</step>  
  <step>Programmer.Editor.ClearAll(false, false)</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](#)

tbd

How to use it

1. [make this macro available](#)

tbd

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