

Example

# Set Autoload to Go on Target on a specific list

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<b>description:</b>	Create an autoload on the selected cuelist cue, pointing to a specific cuelist, with 'Press Go on Target'
<b>remarks:</b>	idea by Pontus Wallin in <a href="#">Facebook</a>

**It seems that currently (Titan 17/Titan 18) Autoloads with Go on Target release the target if not used in subsequent cues. This has been reported and will be fixed. Consider recording and using a macro instead (connect to other cuelist and hit Go, or press the other cuelist's go button).**

[Cuelist](#), [Autoload](#), [GoOnTarget](#)

## functions

- [Playbacks.Editor.SelectCueFromViewing](#)
- [Playbacks.Editor.Autoload.SetPlaybackAutoload](#)
- [Menu.ExitRootOrLatched](#)

## Code

[SetAutoload.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.SetAutoload.CL2Go" name="Set Autoload to CL2 Go">
    <sequence>
      <step>Playbacks.Editor.SelectCueFromViewing()</step>
      <step>Playbacks.Editor.Autoload.SetPlaybackAutoload("cueListHandleUN=2", 2, 0)</step>
      <step>Menu.ExitRootOrLatched()</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

- `Playbacks.Editor.SelectCueFromViewing()` defines the currently selected cue to be worked on
- `Playbacks.Editor.Autoload.SetPlaybackAutoload("cueListHandleUN=2", 2, 0)` sets the Autoload to point to Cuelist UN 2 with "Go" as Autoload type (set by the number 2)
- `Menu.ExitRootOrLatched()` exits the Set Autoload menu

## How to use it

1. create some macros with the cuelist usernumbers which you want to point to
2. [make the macros available](#)
3. when you want to create an Autoload, simply click in the Autoload cell of the cue and fire a macro

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