Example

Fan - Curve

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description:	Macros to set the fan curve. May be put in buttons for easy access. Buttons will show the currently selected curve.
remarks:	

fan, curve, active, binding, converter

functions

- Programmer.Editor.Fixtures.Fan.SelectCurve
- Math.EqualityConverter

affected properties

- Programmer.Editor.Fixtures.Fan.SelectedFanCurveId

specials

- Active Binding

Code

FanCurve.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <!-- Fan curve macros. Gregory Haynes 02/01/2019 -->
  <macro id="Avolites.Macros.FanCurve.Line" name="Fan Curve Line">
    <description>Set the current fan curve to Line.</description>
    <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
    converter='Math.EqualityConverter'
    converterParameter='Line'}"/>
    <sequence>
      <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Line")</step>
    </sequence>
  </macro>

  <macro id="Avolites.Macros.FanCurve.Mirror" name="Fan Curve Mirror">
    <description>Set the current fan curve to Mirror.</description>
    <active binding="{propertyLink
```

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id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
    converter='Math.EqualityConverter'
    converterParameter='Mirror'}"/>
  <sequence>
    <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Mirror")</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.FanCurve.Wings" name="Fan Curve Wings">
  <description>Set the current fan curve to Wings.</description>
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
    converter='Math.EqualityConverter'
    converterParameter='Wings'}"/>
  <sequence>
    <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Wings")</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.FanCurve.PullMiddle" name="Fan Curve Pull
Middle">
  <description>Set the current fan curve to Pull
Middle.</description>
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
    converter='Math.EqualityConverter'
    converterParameter='Pull Middle'}"/>
  <sequence>
    <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Pull
Middle")</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.FanCurve.PullEnds" name="Fan Curve Pull
Ends">
  <description>Set the current fan curve to Pull Ends.</description>
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
    converter='Math.EqualityConverter'
    converterParameter='Pull Ends'}"/>
  <sequence>
    <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Pull
Ends")</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.FanCurve.PullEnd" name="Fan Curve Pull
End">
  <description>Set the current fan curve to Pull End.</description>
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SelectedFanCurveId'
```

```
        converter='Math.EqualityConverter'
        converterParameter='Pull End'}"/>
      <sequence>
        <step>Programmer.Editor.Fixtures.Fan.SelectCurve("Pull
End")</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

The macros simply set the fan curve to a specific value. Each macro can be put on a button. Using Active Binding the button is highlighted if the curve is currently selected.

How to use it

- make this macro available
- copy the macros on available buttons to quickly change the fan curve.