

Example

Set Grandmaster

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description:	macros to set the grandmaster to certain levels
remarks:	useful with the Titan Remote

[grandmaster](#), [remote](#), [set](#), [level](#)

The Titan Remote does not allow to control the Grandmaster. In order to somehow use it you can record a cuelist and load the suitable macros into the cues. When you now go through the cuelist (e.g. from the Remote) the Grandmaster is changed accordingly.

functions

- [Masters.SetMaster](#)

Code

[setGrandMaster.xml](#)

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

  <macro id="UserMacro.SetGM.000">
    <name>Set GM 0%</name>
    <sequence>
      <step pause="0.01">Masters.SetMaster(1605, level:0)</step>
    </sequence>
  </macro>

  <macro id="UserMacro.SetGM.010">
    <name>Set GM 10%</name>
    <sequence>
      <step pause="0.01">Masters.SetMaster(1605, level:0.1)</step>
    </sequence>
  </macro>

  <macro id="UserMacro.SetGM.020">
    <name>Set GM 20%</name>
    <sequence>
      <step pause="0.01">Masters.SetMaster(1605, level:0.2)</step>
    </sequence>
  </macro>

  <macro id="UserMacro.SetGM.030">
```

```
<name>Set GM 30%</name>
<sequence>
  <step pause="0.01">Masters.SetMaster(1605, level:0.3)</step>
</sequence>
</macro>

<macro id="UserMacro.SetGM.040">
  <name>Set GM 40%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.4)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.050">
  <name>Set GM 50%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.5)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.060">
  <name>Set GM 60%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.6)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.070">
  <name>Set GM 70%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.7)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.080">
  <name>Set GM 80%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.8)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.090">
  <name>Set GM 90%</name>
  <sequence>
    <step pause="0.01">Masters.SetMaster(1605, level:0.9)</step>
  </sequence>
</macro>

<macro id="UserMacro.SetGM.100">
  <name>Set GM 100%</name>
  <sequence>
```

```
<step pause="0.01">Masters.SetMaster(1605, level:1)</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 simply calls [Masters.SetMaster](#) with the suitable parameters. Here, '1605' refers to the grandmaster's [titanId](#) - the function does expect a handle here, and assumes the int number given to be the id. Also regard the [level notation](#).

How to use it

1. [make this macro available](#)
2. for using this with the Titan Remote you may record a cuelist with some steps and load these macros into some steps. Now, when you advance through the cuelist, the grandmaster is changed accordingly.

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