Example

Set an icon as legend

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description:	set an icon as legend
remarks:	This refers to the icons which are in the library on the very machine. On the PC suite they are stored in C:\Users\…\AppData\Roaming\Avolites\Icon Library\Archive\Factory. To get a specific file, the Avolites Showfile Parser might help (upload a show and hit Show Legends).

set, icon, legend, quicksketch

functions

- Handles.SetSourceHandle
- Icons.StoreIcon
- Handles.SetIcon
- Handles.ClearSelection

affected properties

- Expert.Legend.Set.Generic.PendingTitanId

Code

seticonlegend.xml

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

  <macro name="Seg Icon as Legend" id="Macros.SetLegend.Icon">
    <sequence>
      <step>Handles.SetSourceHandle("Colours", 0)</step>
      <step>Icons.StoreIcon("1caf5766-67e1-41a0-aec4-dc821f1c160a",
"Expert.Legend.Set.Generic.PendingTitanId")</step>
<step>Handles.SetIcon(Expert.Legend.Set.Generic.PendingTitanId)</step>
      <step>Handles.ClearSelection()</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](#)

- `Handles.SetSourceHandle("Colours", 0)` selects a handle to set its legend
- `Icons.StoreIcon("..", "..")` makes sure the icon is stored in the showfile, and gives it a new TitanId. This returned in the property which is passed as 2nd parameter - here: `Expert.Legend.Set.Generic.PendingTitanId`
- `Handles.SetIcon(…)` finally sets this imported icon, identified by its Id, as legend for the selected handle
- `Handles.ClearSelection()` finally deselects the handle

How to use it

- [make this macro available](#)

- this sets a specific handle to a specific quicksketch legend:
- the use of this macro appears to be very limited. However, it can be used in larger macros to initialise a show and set the legends.