Example

Set a playback cue's fade-in time

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description:	Set a playback cue's fade-in time
remarks:	

This is also an example how `time:x` is parsed into a time value.

cue, cuelist, fade-in, time

functions

- ActionScript.SetProperty
- Playbacks.Editor.CueSelection.SelectCueByNumber

affected properties

- Playbacks.Editor.SelectedPlayback
- Playbacks.Editor.Times.CueFadeInTime

Code

SetCueFadeInTime.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.CueFadeintime3" name="Cue Fade-In Time 3s">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"Location=Playbacks,1,1")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=
Playbacks,1,1", 3)</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
time:2.5)</step>
  </macro>
</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to Formats and syntax

- `ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", handle:"Location=Playbacks,1,1")` selects a particular playback based on its Location
- `Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=Playbacks,1,1", 3)` selects a particular cue of a playback and brings it into the editor
- `ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime", time:2.5)` finally sets the fade-in time to the value. `time:2.5` tells the parser what to do with the number 3, i.e. parse it as time value.

How to use it

- make this macro available
- while it's well possible to create some macros to set some playbacks to a given fade-in time, it does make more sense to integrate this into a bigger context like Create Workspaces in order to setup a known show environment.

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