

Example

# Playback - Set fade-in time - modular

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<b>description:</b>	set some playbacks' fade-in time, modular macros
<b>remarks:</b>	these macros incorporate some newer syntax details: instruction blocks, custom variables, macros refered in other macros

[playback](#), [fade-in](#), [time](#), [modular](#), [variable](#), [new](#), [syntax](#), [custom](#), [blocks](#)

The basic functions are best understood when comparing with [Playback - Set fade-in time](#). When using `Handles.SetSourceHandle()` which always refers to the handle index on the current page you need to make sure that there is actually something suitable present in this location - hence, some steps need to be conditional. Additionally when you want to make such macros for n different times and m different playbacks you need to repeat many lines of code.

Using newer syntax with code blocks and custom variables this is way easier: here we create only one macro to set all relevant playbacks' fade time to a variable value (using the block syntax to put a few instructions under one condition). Additionally a number of rather short macros simply sets the time variable to a certain value and then calls the 'apply' macro:

## functions

- [Handles.SetSourceHandle](#)
- [Playbacks.IsCueHandle](#)
- [ActionScript.SetProperty](#)
- [Playbacks.Editor.SelectLiveCue](#)
- [Handles.ClearSelection](#)
- [UserMacros.RecallMacroById](#)

## affected properties

- [Handles.SourceHandle](#)
- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.CueFadeInTime](#)

## control structures

- [step condition](#)

## specials

- [code blocks](#)
- [custom variables](#)
- [referring macros](#)

## Code

### SetFadeInNew.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.SetFadeIn" name="Set Fade In (2)">
    <variables>
      <object id="Time" type="Avolites.Acw.Titan.AcwTimeSpan"
assembly="Avolites.Acw.Titan" value="2" />
    </variables>
    <sequence>
      <step>
        {
          Handles.SetSourceHandle("PlaybackWindow", 0);
          if (Playbacks.IsCueHandle(Handles.SourceHandle) == true)
          {
ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle);
          Playbacks.Editor.SelectLiveCue();
ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
Wiki.Macros.SetFadeIn.Time);
          }
          Handles.ClearSelection();
        }
      </step>
      <step>
        {
          Handles.SetSourceHandle("PlaybackWindow", 1);
          if (Playbacks.IsCueHandle(Handles.SourceHandle) == true)
          {
ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle);
          Playbacks.Editor.SelectLiveCue();
ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
Wiki.Macros.SetFadeIn.Time);
          }
          Handles.ClearSelection();
        }
      </step>
      <step>
        {
          Handles.SetSourceHandle("PlaybackWindow", 2);
          if (Playbacks.IsCueHandle(Handles.SourceHandle) == true)
          {
ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle);
          Playbacks.Editor.SelectLiveCue();
        }
      </step>
    </sequence>
  </macro>
</avolites.macros>
```

```
ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
Wiki.Macros.SetFadeIn.Time);
    }
    Handles.ClearSelection();
}
</step>
</sequence>
</macro>
<macro id="Wiki.Macros.SetFadeIn0" name="Set Fade In 0">
    <sequence>
        <step>ActionScript.SetProperty("Wiki.Macros.SetFadeIn.Time",
time:0)</step>
        <step>UserMacros.RecallMacroById("Wiki.Macros.SetFadeIn")</step>
    </sequence>
</macro>
<macro id="Wiki.Macros.SetFadeIn1" name="Set Fade In 1">
    <sequence>
        <step>ActionScript.SetProperty("Wiki.Macros.SetFadeIn.Time",
time:1)</step>
        <step>UserMacros.RecallMacroById("Wiki.Macros.SetFadeIn")</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](#)

tbd

## How to use it

1. [make this macro available](#)

tbd

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