

Example

## Set a playback's fade mode

<b>by:</b>	Kimwida, Gregory Haynes, Apr. 2017
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<b>description:</b>	change a particular playback's fade mode
<b>remarks:</b>	This is not a working macro. However, the discussion gives some good examples and insights.

[handle](#), [playback](#), [fademode](#)

### functions

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Enum](#)

### affected properties

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

## Original Discussion

Post by Gregory » 29 Apr 2017, 21:24

The first and third steps do not look right or are unnecessary: `Handles.SourceHandle` is the item selected in operations such as Delete and Set Legend, you are setting this in the first step. `Playbacks.Editor.SelectedPlayback` is playback in use by the Edit Times menu, you are setting this in the third step even though it won't have changed.

## Code

```
<sequence>
  <step pause="0">ActionScript.SetProperty("Handles.SourceHandle",
Playbacks.Editor.SelectedPlayback)</step>
  <step
pause="0">ActionScript.SetProperty.Enum("Playbacks.Editor.Times.CueMode",
"Model")</step>
  <step
pause="0">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
```

</sequence>

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

It is believed that the 1st and third step are unnecessary, see Gregory's post above. It looks like these steps are copied from examples like [Chase - Double speed](#) where it is required to store and restore the selected playback - which is not the case here.

`ActionScript.SetProperty.Enum("Playbacks.Editor.Times.CueMode", "Mode1")`  
simply sets the fader mode of the playback which is currently in the editor to Mode1.

## How to use it

Put this snippet into a proper macro file and [make this macro available](#).

With a cue programmed, now you can , instead of going to Edit Times, or Playback View/Options, or Playback Options/Playback, simply fire this macro to set the cue to Fader Mode 1 == Timed Fade In & Out.

*Tested in 10.1 - seems to work as intended [S. Beutel]*

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