Example

Playback - Set fade-out time

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description:	sets some playbacks' fade-out time also this is a good example for various was to select playback handles
remarks:	

playback, fade-out, time, handles

functions

- Handles.ClearSelection
- ActionScript.SetProperty
- Handles.SetSourceHandle
- Playbacks.IsCueHandle
- Playbacks.Editor.EnsurePlaybackCueSelected

affected properties

- Playbacks.Editor.SelectedPlayback
- Handles.SourceHandle
- Playbacks.Editor.Times.CueFadeOutTime

control structures

- step condition

Code

SetPBFadeOutTime.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.FadeOutTime3" name="PB Fade-Out Time 3s">
  <!-- sets the Fade-Out time for playbacks in slots 1 and 2 on the
current page of the playbacks window -->
    <sequence>
      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:3)</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 1)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:3)</step>

      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.FadeOutTime1.5" name="PB Fade-out Time 1.5s">
  <!-- sets the Fade-Out time for playbacks in slots 1 and 2 on page 1
of the playbacks window -->
    <sequence>
      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>

<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"Location=Playbacks,1,1")</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:1.5)</step>

<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"Location=Playbacks,1,2")</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:1.5)</step>

      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.FadeOutTime0" name="PB Fade-out Time 0s">
  <!-- sets the Fade-Out time for playbacks with user numbers 101 and
102 -->
    <sequence>
      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>

<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=101")</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:0)</step>

<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=102")</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeOutTime",
time:0)</step>

      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</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

This example shows various ways to select playback handles: by index on the current page, by location, and by user number.

- the first and last two lines `Handles.ClearSelection()` and `ActionScript.SetProperty(“Playbacks.Editor.SelectedPlayback”, null)` always make sure that there is no playback selected from previous actions
- in the first macro the playbacks are selected using `Handles.SetSourceHandle(“PlaybackWindow”, 0)`. This refers to the index of the button on the current page of this windows. however we cannot be sure that an actual playback is there in this slot - and if there is not then the macro will cause an error. Thus we need to make sure that an actual playback is selected as soure handle:
- `<step condition=“Playbacks.IsCueHandle(Handles.SourceHandle)”>` checks that this really is a cue handle
- only if this check yields a positive result `ActionScript.SetProperty(“Playbacks.Editor.SelectedPlayback”, Handles.SourceHandle)` sets this as source handle for the next operations
- `Playbacks.Editor.EnsurePlaybackCueSelected()` makes sure a cue is selected
- `ActionScript.SetProperty(“Playbacks.Editor.Times.CueFadeOutTime”, time:3)` finally sets the fade-out time

In the other two macros the playbacks are directly selected using either the location (`ActionScript.SetProperty(“Playbacks.Editor.SelectedPlayback”, handle:“Location=Playbacks,1,1”)`) or the user number

(`ActionScript.SetProperty(“Playbacks.Editor.SelectedPlayback”, handle:“playbackHandleUN=101”)`). Thus it's possible to omit some of the checks.

How to use it

- make this macro available
- it makes much sense to organise the playbacks in a certain way so that you know which playbacks are affected by your macros.
- fire the macros to you liking in order to set your playbacks' fade-out time

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