Example

Playback - Set lock state

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description:	set a playback's lock state (unlocked/locked/transparent)
remarks:	beautifully explains how to set the type a property requires

set, playback, lock, state

functions

- Handles.SetSourceHandle
- Handles.SetLockState
- Math.ToEnum
- Handles.ClearSelection
- ActionScript.SetProperty.Enum

affected properties

- Handles.SourceHandle.LockState

Code

pb1lockstates.xml

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

<!-- set PB1 to unlocked -->
<macro id="adb.Macros.pbunlocked" name="PB unlocked">
  <sequence>
    <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
    <step>Handles.SetLockState(
      Math.ToEnum("Avolites.Titan.Controllers",
"Avolites.Titan.Controllers.Handles.HandleGroup+LockStates",
"Unlocked")
      )</step>
    <step>Handles.ClearSelection()</step>
  </sequence>
</macro>

<!-- set PB1 to locked -->
<macro id="adb.Macros.pblocked" name="PB locked">
  <sequence>
    <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
```

```
    <step>Handles.SetLockState(
      Math.ToEnum("Avolites.Titan.Controllers",
"Avolites.Titan.Controllers.Handles.HandleGroup+LockStates",
"FullyLocked")
      )</step>
    <step>Handles.ClearSelection()</step>
  </sequence>
</macro>

<!-- set PB1 to transparent lock -->
<macro id="adb.Macros.pbtranslocked" name="adb transparent lock">
  <sequence>
    <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
    <step>Handles.SetLockState(
      Math.ToEnum("Avolites.Titan.Controllers",
"Avolites.Titan.Controllers.Handles.HandleGroup+LockStates",
"TransparentLocked")
      )</step>
    <step>Handles.ClearSelection()</step>
  </sequence>
</macro>


<!-- alternative syntax for setting locked -->
<macro id="adb.Macros.pblocked1" name="adb locked 1">
  <sequence>
    <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
<step>ActionScript.SetProperty.Enum("Handles.SourceHandle.LockState",
"FullyLocked")</step>
    <step>Handles.SetLockState(Handles.SourceHandle.LockState)</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("PlaybackWindow", 0)` selects a certain handle (playback window button #1) for future opeartions
- `Handles.SetLockState(..)` sets this playback's lock state
- `Handles.ClearSelection()` deselects the playback handle

The more interesting part is how the actual lock state is defined. Internally, the lockstate can assume one of three values: “Unlocked”, “FullyLocked”, and “TransparentLocked”. However, the function Handles.SetLockState() expects the state as Enum.

In the first three macros this enum is temporatily created and passed to the function:

```
Handles.SetLockState(
  Math.ToEnum(
    "Avolites.Titan.Controllers",
    "Avolites.Titan.Controllers.Handles.HandleGroup+LockStates",
    "Unlocked"
  )
)
```

- `Avolites.Titan.Controllers` is the assembly - let's regard this as the context in which this is supposed to live
- `Avolites.Titan.Controllers.Handles.HandleGroup+LockStates` is the full name of the type
- `Unlocked` is the value we want to assign here

In the fourth macro, instead of this temporary solution a property is used (and this is the point: this way is only available if such a property exists):

- `ActionScript.SetProperty.Enum("Handles.SourceHandle.LockState", "FullyLocked")` sets a property to the enum representation of "FullyLocked"
- `Handles.SetLockState(Handles.SourceHandle.LockState)`uses this enum as parameter for SetLockState()

> Setting the property on its own is not enough as it is only used for display purposes and does not update the handle properties when it is changed. Since the SetLockState function requires an Enum type and not a string you need to either create an Enum value using Math.ToEnum or set Handles.SourceHandle.LockState to the correct value and pass that in.

How to use it

- make this macro available
- this might be useful in the context of macros to prepare customized workspaces, e.g. Create Workspaces

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