

Example

Set a playback's 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 PBI 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 PBI 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 operations
- `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 temporarily 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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