

Example

# Set Release Priority and Release

<b>by:</b>	Sebastian Beutel (idea by Ralf Keijsers, see facebook link below)
<b>published:</b>	October 2018
<b>description:</b>	sets release priority
<b>remarks:</b>	idea see <a href="https://www.facebook.com/groups/1811437589141428/permalink/2027076607577524/">https://www.facebook.com/groups/1811437589141428/permalink/2027076607577524/</a> <a href="https://www.facebook.com/groups/Avolites/permalink/1365971510201746/">https://www.facebook.com/groups/Avolites/permalink/1365971510201746/</a>

This is a development from [Release - Set Priority](#)

[release](#), [priority](#)

## functions

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

## affected properties

- [Playbacks.ReleasePriority](#)

## Code

[setreleasepriorityandrelease.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">

  <macro id="Avolites.Macros.Release.Low" name="Release Priority Low">
    <sequence>
      <step>ActionScript.SetProperty.Enum("Playbacks.ReleasePriority",
"LowPriority")</step>
<step>Playbacks.ReleaseAllPlaybacksByPriority(Expert.ReleasePlayback.Fa
deTime, Expert.ReleasePlayback.UseMaster, false)</step>
    </sequence>
  </macro>

  <macro id="Avolites.Macros.Release.Medium" name="Release Priority
Medium">
    <sequence>
      <step>ActionScript.SetProperty.Enum("Playbacks.ReleasePriority",
"MediumPriority")</step>
<step>Playbacks.ReleaseAllPlaybacksByPriority(Expert.ReleasePlayback.Fa
```

```
deTime, Expert.ReleasePlayback.UseMaster, false)</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.Release.High" name="Release Priority
High">
  <sequence>
    <step>ActionScript.SetProperty.Enum("Playbacks.ReleasePriority",
"HighPriority")</step>
<step>Playbacks.ReleaseAllPlaybacksByPriority(Expert.ReleasePlayback.Fa
deTime, Expert.ReleasePlayback.UseMaster, false)</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.Release.Programmer" name="Release Priority
Programmer">
  <sequence>
    <step>ActionScript.SetProperty.Enum("Playbacks.ReleasePriority",
"ProgrammerPriority")</step>
<step>Playbacks.ReleaseAllPlaybacksByPriority(Expert.ReleasePlayback.Fa
deTime, Expert.ReleasePlayback.UseMaster, false)</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.Release.Max" name="Release Priority Very
High">
  <sequence>
    <step>ActionScript.SetProperty.Enum("Playbacks.ReleasePriority",
"MaximumPriority")</step>
<step>Playbacks.ReleaseAllPlaybacksByPriority(Expert.ReleasePlayback.Fa
deTime, Expert.ReleasePlayback.UseMaster, false)</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](#)

These macros set the release setting/user setting Release Priority which can either be set by clicking <Release> and toggling [Release Priority], or by setting the user setting.

## How to use it

- [make this macro available](#)
- fire one of the macros to set the release priority as intended

From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://avosupport.de/wiki/macros/example/setreleasepriorityandrelease?rev=1538642612>

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