

Example

# Set Playback's Shape Spread

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<b>description:</b>	change some playback's shape spread
<b>remarks:</b>	

[playback](#), [shape](#), [spread](#), [include](#), [blind](#)

## This is work in progress and may need some improvements.

See <http://forum.avolites.com/viewtopic.php?f=20&t=6068&p=21840> for the problem and the current solution.

### functions

- [ActionScript.SetProperty.Boolean](#)
- [Programmer.SetBlindMode](#)
- [Include.SelectPlaybackHandle](#)
- [ActionScript.SetProperty.Integer](#)
- [Playbacks.MergePlaybackCue](#)
- [Programmer.Editor.Clear](#)

### affected properties

- [Programmer.BlindActive](#)
- [Editor.Shapes.Spread](#)

A longer file, with entries for more playbacks, is available here:

[fx-move-spread-1.xml](#)

. Know that this is not running flawlessly - see

<http://forum.avolites.com/viewtopic.php?f=20&t=6068&p=21840> for details.

## Code

[setplaybackspread.xml](#)

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

  <macro id="FX.Move.Spread.1" name="FX Move Spread 1">
    <description>set effect spread to 1</description>
    <sequence>
```

```

    <step>ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step>
    <step>Programmer.SetBlindMode(false, 0)</step>

<!-- Spot -->

<step>Include.SelectPlaybackHandle("Location=PlaybackWindow,1,1")</step>
>
<step>ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)</step>
    <step>Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,1",
true)</step>
    <step>Programmer.Editor.Clear(128, true, false, 0)</step>

<step>Include.SelectPlaybackHandle("Location=PlaybackWindow,1,2")</step>
>
<step>ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)</step>
    <step>Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,2",
true)</step>
    <step>Programmer.Editor.Clear(128, true, false, 0)</step>

    <!-- add steps for other playbacks here... -->

    <step>ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step>
    <step>Programmer.SetBlindMode(false, 0)</step>

    </sequence>
</macro>

<!-- Add macros for different spreads here... -->

</avolites.macros>

```

## Explanation

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

The whole workload is done in blind mode, thus the first and last two steps enter and exit blind mode, as outlined in [Blind Mode On/Off](#). Once in blind mode, the playback is included, the shape spread set, and the programmer merged into the playback:

- `Include.SelectPlaybackHandle("Location=PlaybackWindow,1,1")` includes a playback selected by its location
- `ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)` sets the spread value (here: 1)
- `Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,1", true)` merges the

programmer back into the playback

- `Programmer.Editor.Clear(128, true, false, 0)` clears the programmer using a mask (128 is the FX attribte bank)

## How to use it

- [make this macro available](#)
- stick to a scheme of always using particular playback handles, as only these handles will be affected by this macro
- call the macro to quickly set a shape spread

From:

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

Permanent link:

<https://avosupport.de/wiki/macros/example/setshapespread>

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