Example

# Set Wheel Mode

| by: | Sebastian Beutel, July 2021 |
|---|---|
| published: | here |
| description: | macros to directly set the wheel mode (level/fade/delay/visualiser) |
| remarks: | idea: Ntokozo Mandla Mahlangu, see https://www.facebook.com/groups/Avolites/posts/2257625777702977/ |

wheels, wheelmode, visualiser

## functions

- ActionScript.SetProperty.Enum

## affected properties

- Programmer.Editor.Fixtures.WheelsControlAttribute

## control structures

- Active Binding
- Math.EnumAsStringEqualityConverter

# Code

SetWheelMode.xml

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

<!-- Macros to directly set the wheel mode -->
<!-- idea: Ntokozo Mandla Mahlangu -->
<!-- https://www.facebook.com/groups/Avolites/posts/2257625777702977/ -->
<!-- Sebastian Beutel, July 2021 -->

  <macro id="Wiki.Macros.SetWheelsLevel" name="Set Wheels=Level">
    <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
      converter='Math.EnumAsStringEqualityConverter'
      converterParameter='Level'}"/>
    <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsControlAttribute","Level")</step>
    </sequence>
```

```xml
  </macro>

  <macro id="Wiki.Macros.SetWheelsFade" name="Set Wheels=Fade Time">
    <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
      converter='Math.EnumAsStringEqualityConverter'
      converterParameter='Fade'}"/>
    <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute","Fade")</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.SetWheelsDelay" name="Set Wheels=Delay Time">
    <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
      converter='Math.EnumAsStringEqualityConverter'
      converterParameter='Delay'}"/>
    <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute","Delay")</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.SetWheelsVisualiser" name="Set
Wheels=Visualiser">
    <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
      converter='Math.EnumAsStringEqualityConverter'
      converterParameter='Visualiser'}"/>
    <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute","Visualiser")</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

The main thing is just the line
`ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsControlAttribute","…")` which sets Titan's property to the value you want (here: Level, Fade, Delay, or Visualiser).

Additionally the Active Binding part is used to highlight the currently selected option for better overview.

# How to use it

1. [make this macro available](#)
2. copy the macros to some easy-to-reach buttons. This makes it easier to toggle between visualiser and level, instead of repeatedly pressing the menu button.

From:
https://www.avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
**https://www.avosupport.de/wiki/macros/example/setwheelmode**

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