

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

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

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

```

```

</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.WheelsControlAttrib
ute", "...")` 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



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<https://www.avosupport.de/wiki/macros/example/setwheelmode>

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