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 -->
<!-- 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.WheelsC
ontrolAttribute","Level")</step>
    </sequence>
```

```
  </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://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
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