

Types/Object

# Leveladjust

This is an object type of data used to define a level change: absolutely (i.e. which level it shall be), or relatively (how much it shall be changed). There are three main settings for this:

- Delta: The new value should be added to the current value of the item you are changing.
- LevelMatch: The new value should replace the old value providing the level has been matched (like with faders after changing pages).
- Absolute: The new value should be set regardless of the old value.

By default the software will treat an float as an absolute value, this should be expressed as a value between 0 and 1. You can also as of v10.1 use the cast parameters to force the value to be treated as an absolute level (e.g. "level:0.5") or a delta (e.g. "levelDelta:-0.1"). There are also three functions in Math that can allow you to create these which are: DeltaAdjust, LevelMatchAdjust and AbsoluteAdjust.

(description by Gregory)

## Examples

from [Masters - Group Masters](#):

### absolute level

```
<step>Group.SetGroupFaderLevel("Presets", 0, level:0.5, Global.PageSwitchAccuracy)</step>
```

This sets a level (here: of a group master) to 50%.

### relative change

```
<step>Group.SetGroupFaderLevel("Presets", 0, levelDelta:0.1, Global.PageSwitchAccuracy)</step>
```

This raises a level (here: of a group master) by 10%.

### Also used in

- [Playback - Fire/Release Playbacks from Usernumber](#)
- [Group.SetGroupFaderLevel](#)
- [Playbacks.FirePlaybackAtLevel](#)
- [Playbacks.SetPlaybackLevel](#)
- [Object](#)

- [Types](#)

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