

Von: Gregory Haynes

Gesendet: Montag, 15. August 2022 19:06

An: Sebastian Beutel

Betreff: RE: macro syntax problem

Hello,

Sorry I was on holiday when your email came in. I had a look at your issue and it turns out it wasn't what I was expecting, basically the issue is that the parser for menu/action script does not accept property names that include numbers. Because the condition, like the script itself (within the step tags), can be a menu function or any other valid expression, it will attempt to parse it in full. When there is a number I expect it ends up treating it as three parts, e.g. "Wiki.Macros.Triggers.Mapping.Toggle.UN", "1." and "Enabled", and since there are no operators it has no idea what to make of it (not to mention the properties not being valid either). In places where the property name is only that (or a property link), basically no parsing occurs and the whole string is used to lookup the property which is why the active binding and call to `GetIsMappingEnabledByHandle` do not have any issues when there is a number in the property name.

In this case the number comes from the ID of the macro so renaming that works as expected:

```
<macro id="Wiki.Macros.Triggers.Mapping.Toggle.UN.One" name="Toggle Trigger 1, Release 111-120">
  <description>Toggle Triggermapping UN 1.</description>
  <variables>
    <boolean id="Enabled" value="False"/>
  </variables>
  <active binding="Wiki.Macros.Triggers.Mapping.Toggle.UN.One.Enabled"/>
  <sequence>
    <step>Triggers.ToggleMappingEnabledByHandle(userNumber:1)</step>
    <step>Triggers.GetIsMappingEnabledByHandle(userNumber:1,
"Wiki.Macros.Triggers.Mapping.Toggle.UN.One.Enabled")</step>
    <step
condition="!Wiki.Macros.Triggers.Mapping.Toggle.UN.One.Enabled">Playbacks.ReleasePlayback(userN
umber:111, Playbacks.MasterReleaseTime, true)</step>
  </sequence>
</macro>
```

I had actually mentioned this issue recently when discussing the `Panel.FaderLevel.VirtualFader.0` property and ones like it but hadn't immediately made the connection. Like with those a workaround would be to use the `ActionScript.GetProperty.Boolean` function e.g.:

```
<macro id="Wiki.Macros.Triggers.Mapping.Toggle.UN1" name="Toggle Trigger 1, Release 111-120">
  <description>Toggle Triggermapping UN 1.</description>
  <variables>
    <boolean id="Enabled" value="False"/>
  </variables>
  <active binding="Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled"/>
  <sequence>
    <step>Triggers.ToggleMappingEnabledByHandle(userNumber:1)</step>
    <step>Triggers.GetIsMappingEnabledByHandle(userNumber:1,
"Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled")</step>
    <step
condition="!ActionScript.GetProperty.Boolean('Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled')
">Playbacks.ReleasePlayback(userNumber:111, Playbacks.MasterReleaseTime, true)</step>
  </sequence>
</macro>
```

I tried to recreate your other issue but the following seemed to work fine for me (at least once I had created a second trigger mapping for it to find):

```
<macro id="Wiki.Macros.Triggers.Mapping.Toggle.UN50" name="Toggle Trigger 2, Release 121">
  <description>Toggle Triggermapping UN 2.</description>
  <variables>
    <boolean id="Enabled" value="False"/>
  </variables>
  <active binding="Wiki.Macros.Triggers.Mapping.Toggle.UN50.Enabled"/>
  <sequence>
    <step pause="0.1">Triggers.ToggleMappingEnabledByHandle(userNumber:2)</step>
    <step pause="0.1">Triggers.GetIsMappingEnabledByHandle(userNumber:2,
"Wiki.Macros.Triggers.Mapping.Toggle.UN50.Enabled")</step>
    <step pause="0.1">Playbacks.ReleasePlayback(userNumber:121, Playbacks.MasterReleaseTime,
true)</step>
  </sequence>
</macro>
```

The error message "You are trying to drop..." is to do with removing an sACN socket from the multicast group for a specific DMX universe. In theory it should be keeping track of the DMX universes that we are listening for and this error is saying that something is attempting to stop listening when we weren't listening in the first place. As this is part of the ACN library you can look at the source for this [here](#). Not sure if this is related to the macros, it might be that when the trigger mapping is enabled or disabled it attempts to start or stop listening to sACN traffic as required and this has ended up out of sync with what the underlying StreamingAcnSocket is doing. Assuming this didn't get handled anywhere else it is likely that this would stop the macro running during the first step. Perhaps you could send the logs so I can have a look at the stack trace, better still if you have any idea how you got it into this state or can do so again that would be very useful.

Gregory

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From: Sebastian Beutel
Sent: 04 August 2022 10:04
To: Gregory Haynes
Subject: AW: macro syntax problem

Some more weirdness:

Of course I can release a playback with a single macro, like so:

```
<sequence>
  <step>Playbacks.ReleasePlayback(userNumber:121, Playbacks.MasterRelease
Time, true)</step>
</sequence>
```

But if I try this in one of the toggle macros then it doesn't work even without condition – the mapping is toggled but the playback is not released:

```
<sequence>
  <step
pause="0.1">Triggers.ToggleMappingEnabledByHandle(userNumber:2)</step>
  <step pause="0.1">Triggers.GetIsMappingEnabledByHandle(userNumber:2,
"Wiki.Macros.Triggers.Mapping.Toggle.UN50.Enabled")</step>
  <step
pause="0.1">Playbacks.ReleasePlayback(userNumber:121, Playbacks.MasterReleaseT
ime, true)</step>
</sequence>
```

Additionally the logs show another gem:

TitanSimulator System.InvalidOperationException	You are trying to drop the DMX Universe 10 but you are not a member. Please ensure you join the group before leaving!	04.08.2022 10:45:22	15.1.182.5	DESK-DREI
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(DMX Universe 10 is what I use for triggering)

If you could shed some light please...

Von: Sebastian Beutel
Gesendet: Donnerstag, 4. August 2022 10:07
An: Gregory Haynes
Betreff: macro syntax problem

Hi Gregory,

may I please bother you with another macro question I have been working on but don't find the error?

I am using a macro to enable/disable a trigger mapping with a button, like so:

```
<macro id="Wiki.Macros.Triggers.Mapping.Toggle.UN1" name="Toggle Trigger 1,
Release 111-120">
  <description>Toggle Triggermapping UN 1.</description>
  <variables><boolean id="Enabled" value="False"/></variables>
  <active binding="Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled"/>
  <sequence>
    <step>Triggers.ToggleMappingEnabledByHandle(userNumber:1)</step>
```

```
<step>Triggers.GetIsMappingEnabledByHandle (userNumber:1,  
"Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled")</step>  
</sequence>  
</macro>
```

This works as intended. But now I additionally want to release some playbacks if the mapping is toggled to off. I add this line at the end of the sequence:

```
<step  
condition="!Wiki.Macros.Triggers.Mapping.Toggle.UN1.Enabled">Playbacks.ReleaseP  
layback(userNumber:111, Playbacks.MasterReleaseTime, true)</step>
```

But this doesn't work, I get all sorts of errors, and the file doesn't load ("compilation of action script failed"). Of course I have already tried various combinations, omitted the !, tried a notation with { } and with <step>{ if () { } } </step> - but no luck. May I ask you to have a look please?

Thanks in advance.

Sebastian