

**Von:** Gregory Haynes

**Gesendet:** Mittwoch, 11. Dezember 2019 01:31

**An:** Sebastian Beutel

**Betreff:** RE: new variables in macro world?

Hello,

I thought you might notice. I am well, thank you.

The variable is defined by the macro definition, in this example the name is "Enabled" but as it is declared inside of the "Avolites.Macros.Triggers.Mapping.Toggle.Three" macro the full name is "Avolites.Macros.Triggers.Mapping.Toggle.Three.Enabled". Recognised types of variables are:

- integer
- float
- boolean
- string
- handle
- enum
- object

Both 'enum' and 'object' require a "type" attribute to be defined which is the full type name, you may also need to define the "assembly" attribute to go along with the type – this is similar to the [Math.ToEnum](#) function.

Although it is not new in v12.0, it is possible to specify button down and button up actions for a macro: these are "start" and "end" elements respectively (instead of the usual "sequence"). For example you should be able to do something like this:

```
<macro id="Avolites.Macros.Triggers.Mapping.Flash.Three" name="Flash Trigger Mapping 3">
  <description>Flash Trigger Mapping 3.</description>
  <start>
    <step>Triggers.EnableMapping(userNumber:3, true)</step>
  </start>
  <end>
    <step>Triggers.EnableMapping(userNumber:3, false)</step>
  </end>
</macro>
```

I don't think either of these things have been particularly tested as for compatibility reasons the factory macros tend to stick to older syntax.

Please ask if you have further questions and I will try to get back to you when I can.

Hope you are well.

Gregory Haynes

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**From:** Sebastian Beutel  
**Sent:** 10 December 2019 08:17  
**To:** Gregory Haynes  
**Subject:** new variables in macro world?

Hi Gregory,

how are you?

With great interest I read your post (yesterday) in the forum, suggesting a toggle for various trigger mappings, <http://forum.avolites.com/viewtopic.php?f=3&t=6337>

```
<macro id="Avolites.Macros.Triggers.Mapping.Toggle.Three" name="Toggle Trigger Mapping 3">
  <description>Toggle Trigger Mapping 3.</description>
  <variables>
    <boolean id="Enabled" value="False"/>
  </variables>
  <active binding="Avolites.Macros.Triggers.Mapping.Toggle.Three.Enabled"/>
  <sequence>
    <step>Triggers.ToggleMappingEnabledByHandle (userNumber:3) </step>
    <step>Triggers.GetIsMappingEnabledByHandle (userNumber:3,
"Avolites.Macros.Triggers.Mapping.Toggle.Three.Enabled") </step>
  </sequence>
</macro>
```

May I ask you to explain this a little more for me? You know that the absence of such variables has bugged me in the past – it looks like some details have changed in v12:

- Is the property `Avolites.Macros.Triggers.Mapping.Toggle.Three.Enabled` now created at runtime, or is it already provided in the system?
- Is the syntax with `<variables> <boolean id="Enabled" value="False"/> </variables>` the way to define such a variable? I.e. write a macro and put the `<variable>` tag in it? Anything else to know about this?
- Are there any other syntactical changes to the macro xml in v12?

Thanks in advance, best regards,

Sebastian