

Von: Gregory Haynes

Gesendet: Montag, 7. Juni 2021 10:03

An: Sebastian Beutel

Betreff: RE: macro question: select cuelist to set to FireFirstCue

Hello,

To set the handles to use for (handle) options you will need to call `Handles.FilterHandleOptions()` after setting the source handle selection. For completeness you can call `Handles.ClearHandleOptionsFilter()` to clean up afterwards.

```
Handles.SetSourceHandleFromHandle("cueListHandleUN=2")
Handles.FilterHandleOptions()
ActionScript.SetProperty.Boolean("HandleOptions.CueLists.FireFirstCue", true)
Handles.ClearSelection()
Handles.ClearHandleOptionsFilter()
```

In principle it should be possible to select more than one playback at a time by calling something like:

```
Handles.SetSourceHandleRange("Playbacks", {0, 1})
```

Gregory

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From: Sebastian Beutel
Sent: 04 June 2021 10:54
To: Gregory Haynes
Subject: macro question: select cuelist to set to FireFirstCue

Hi Gregory,

another macro question: how to select a particular cuelist to set its option, in this case firefirstcue? I am trying `Handles.SetSourceHandleFromHandle` as well as `Playbacks.Selection.SelectPlaybacks` but regardless what I try `ActionScript.SetProperty.Boolean("HandleOptions.CueLists.FireFirstCue", true)` always works on the cuelist which was the last one opened in the UI. All my selecting is completely ignored.

Testing in Titan v15, with the attached macro file. Start a new show, program some cuelists, give them the user number 101, 102, 1, 2. No matter which of the macros "A Set PB 101 to FFQ"... you fire it is always the cuelist which had been opened in playback view lately which is affected.

I don't know if this is a bug or if I just need to use another way to select the cuelist(s).

Thanks in advance, Sebastian