Active Binding

You will have noticed that the factory macros for palette fade time and palette overlap feature something special: if e.g. you fire the macro to set palette overlap to 50%, this macro handle (key or button) is highlighted as active until you set palette overlap to another value. In this case, this is very useful to always have an overview what values overlap and fade time are set to.

Having a look into the code reveals the secret:

Obviously the interesting line is this one:

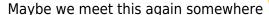
```
<active binding="{propertyLink id='Palette.MasterOverlap'
converter='Math.EqualityConverter' converterParameter='0.5'}"/>
```

A reasonable assumption for this to understand is:

- bind the 'active'ness of this handle to a condition
- this condition is true (and the bound handle marked active) when
 - a property in this case Palette.MasterOverlap'
 - equals (see converter='Math.EqualityConverter'
 - a certain value, see converterParameter='0.5' .

At he moment, this is only listed here for information. There are a few potentially interesting aspects which might eventually be looked into:

- this is, next to description and sequence, another child of the macro element
- interesting syntax, with curly braces {} and propertyLink, converter, and converterParameter.





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