Example

Attribute Wheels And Palette Windows

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description:	Changes the attribute wheels and opens the corresponding palette window
remarks:	

adb.attributewheelsandpalettes.xml

palette, window, wheel, attribute

Every button of those highlighted in the groups window in the picture basically does the following things:

- open a window (mostly palette but also the attribute editor or shape library)
- sets the right page in the window (like in the Gobos and Beams window in the picture)
- set the wheels to the corresponding attribute (it also cycles the attributes when there are more than 3 like the attribute bank button does to)



The code below is an example for one attribute type (Position). The file contains macros for all attribute types.

functions

- Windows.SetWindowProperty.X
- Windows.SetWindowProperty.Y
- Windows.SetWindowProperty.Width
- Windows.SetWindowProperty.Height
- Windows.Scrolling.Vertical.Scroll

affected properties

- Windows.windowId.ButtonSize
- Windows.windowId.TextSize
- Windows.windowId.FixedColumns
- Windows.windowId.FixedRows

- Windows.windowId.Pages
- Windows.windowId.CurrentPage

Code

attributewheelsandbuttons.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="adb.Macros.POS" name="Position">
    <sequence>
<step>Menu.InjectInput("OnSelect","AttributeGroup","NoGroup",2)</step>
      <step pause="0.001">
        <menuLink id="Windows.Positions" stack="mainWindowStack"
behaviour="PushOrRaise" maximised="True" regionId="secondary" />
      </step>
      <step>Windows.SetWindowProperty.X("Windows.Positions", 0)</step>
      <step>Windows.SetWindowProperty.Y("Windows.Positions", 1)</step>
      <step>Windows.SetWindowProperty.Width("Windows.Positions",
2)</step>
      <step>Windows.SetWindowProperty.Height("Windows.Positions",
1)</step>
<step>ActionScript.SetProperty.Enum("Windows.Positions.ButtonSize",
"Fixed")</step>
      <step>ActionScript.SetProperty.Enum("Windows.Positions.TextSize",
"Global")</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.FixedColumns"
, 12)</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.FixedRows",
5)</step>
      <step>ActionScript.SetProperty.Boolean("Windows.Positions.Pages",
true)</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.CurrentPage",
0)</step>
      <step>Windows.Scrolling.Vertical.Scroll(-100000)</step>
    </sequence>
  </macro>
</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to Formats and syntax

Set Times

- `Menu.InjectInput("OnSelect","AttributeGroup","NoGroup",2)` selects the attribute on the wheels (1=Intensity, 2=Position, 4=Colour, 8=Gobo, 16=Beam, 32=Effects, 64=Special, 128=Shapes)
- `<menuLink id="Windows.Positions" stack="mainWindowStack" behaviour="PushOrRaise" maximised="True" regionId="secondary" />` opens the positions palette window
- `Windows.SetWindowProperty` is used to define position and size of the palette window
- `ActionScript.SetProperty.x()` is used to set other window properties

How to use it

- make this macro available

From:
https://www.avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://www.avosupport.de/wiki/macros/example/attributewheelsandpalettes

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