

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](#)

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.Positions.ButtonSize](#)
- [Windows.Positions.TextSize](#)
- [Windows.Positions.FixedColumns](#)
- [Windows.Positions.FixedRows](#)
- [Windows.Positions.Pages](#)
- [Windows.Positions.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?rev=1542156133>

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