

Example

Trigger - Toggle Audio Triggers On/Off

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published:	Januar 2018
description:	Toggle Audio Triggers On/Off
remarks:	based on Timecode - Enable/Disable idea: https://www.facebook.com/groups/AvolitesTitanOne/permalink/1221271414675655/

[audio](#), [trigger](#), [toggle](#)

functions

- [ActionScript.SetProperty.Boolean](#)

affected properties

- [Audio.AudioTriggersEnabled](#)

Code

[AudioTriggersMacro.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.Audiotrigger.Enable" name="Enable
Audiotrigger">
  <description>Enable Audio Trigger.</description>
  <sequence>
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",
true)</step>
  </sequence>
</macro>
  <macro id="Avolites.Macros.Audiotrigger.Disable" name="Disable
Audiotrigger">
  <description>Disable Audio Trigger.</description>
  <sequence>
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",
false)</step>
  </sequence>
</macro>
  <macro id="Avolites.Macros.Audiotrigger.Toggle" name="Toggle
Audiotrigger">
  <description>Toggle Audio Trigger.</description>
  <active binding="Audio.AudioTriggersEnabled" />
</macro>
</avolites.macros>
```

```
<sequence>  
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",  
!Audio.AudioTriggersEnabled)</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](#)

This sets the property `AudioTriggersEnabled` to true or false, thus enabling/disabling the audio triggers.

How to use it

- [make this macro available](#)
- copy the macros to buttons and use them to enable/disable Audio Triggers

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

Permanent link:
<https://www.avosupport.de/wiki/macros/example/audiotriggeronoff>

Last update: **2019/12/09 20:34**

