Example

[Masters] BPM Master

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description:	Macros for double, half, tap, reset each of the BPM masters.
remarks:	This is based on the fixed Titan IDs which we found exactly for these macros.

BPM, master, double, half, speed, tap, tempo

functions

- Masters.DoubleOrHalfSpeedMultiplier
- Masters.TapTempo
- Math.GetCurrentTimeStamp
- Masters.ResetSpeedMultiplier

adb_masters.xml

is a newer version with additional macros to set Multiplier on all BPM Masters simultaneously and to reset all multipliers as well as rate and size master macros.

The file

adb_bpmmaster.xml

has the macros already written for all 4 BPM masters **(Titan v10)**. Here, we use BPM master 1 to explain it.

The Titan IDs have slightly changed from v10 to v11 see titanId, and while the mentioned reserved IDs are a good starting point, there is no guarantee they haven't changed in your show. If these macros do not work for you then try to find the Titan IDs of your masters and adjust the macros accordingly.

Code

```
Tap BPM 1
    <step>Masters.TapTempo(1607, Math.GetCurrentTimeStamp())</step>

Set BPM 1 to 85bpm
    <step>Masters.SetSpeed(1612, 85.000)</step>

Half BPM 1 Multiplier
    <step>Masters.DoubleOrHalfSpeedMultiplier(1607,false)</step>

Double BPM 1 Multiplier
    <step>Masters.DoubleOrHalfSpeedMultiplier(1607,true)</step>

Set BPM 1 Multiplier to a specific value
```

```
    <step>ActionScript.SetProperty("Masters.SelectedMaster",
handle:"masterHandleID=1612")</step>
<step>ActionScript.SetProperty("Masters.OptionsEditor.SingleSelection.SpeedM
ultiplier", double:2)</step>

Reset BPM 1 Multiplier
    <step>Masters.ResetSpeedMultiplier(1607)</step>

Freeze BPM 1
    <step>Masters.DeadBlackOut(1612)</step>

Unfreeze BPM 1
    <step>Masters.ClearFlash(1612)</step>
```

Explanation

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

- `Masters.DoubleOrHalfSpeedMultiplier(1607,false)` halves the bpm speed of bpm master 1 which is identified by its fixed titan ID
- `Masters.DoubleOrHalfSpeedMultiplier(1607,true)` doubles the bpm speed of bpm master 1 which is identified by its fixed titan ID
- `Masters.TapTempo(1607, Math.GetCurrentTimeStamp())` taps the bpm speed of bpm master 1 which is identified by its fixed titan ID. The timestamp is a required parameter for this function to work, see Masters.TapTempo
- `Masters.ResetSpeedMultiplier(1607)` resets the bpm speed of bpm master 1 which is identified by its fixed titan ID

How to use it

1. make this macro available
2. apply when needed (you'll see the results when you have BPM masters assigned)

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