

Example

Chase - Change a chaser's overlap

by:	Gregory Haynes, Ricster, Apr. 2017
published:	http://forum.avolites.com/viewtopic.php?f=20&t=5150
description:	snippets to change a chaser's overlap
remarks:	not a working macro but interesting discussion and insights on some properties, types, and type casting

[Chase](#), [X-fade](#), [handle](#)

functions

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Float](#)
- [Math.Cast.ToSingle](#)

affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Chases.ConnectedHandle](#)
- [Playbacks.Editor.Times.ChaseFixtureOverlap](#)

Code

```
<macro id="UserMacro.SetChaseOverlap50" name="Set Chase Overlap 50%">
  <description>Set fixture overlap of connected chase to 50%.</description>
  <sequence>
    <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Chases.ConnectedHandle)</step>
    <step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOverlap", 0.5)</step>
  </sequence>
</macro>
```

```
<!-- Ricster's reply: -->
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",
Math.Cast.ToSingle(1))</step>

<!--
    Might also work.
    Or even
-->

<step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOverlap", 1)</step>
```

```
<!-- And as of 10.1 I think you can do -->
```

```
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",  
float:1)</step>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Chases.ConnectedHandle) makes the currently connected handle active in the editor
- ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOverlap", 0.5) sets the property "Playbacks.Editor.Times.ChaseFixtureOverlap" to 0.5 which is 50%

Another example was published by kimwida: <http://forum.avolites.com/viewtopic.php?f=20&t=5579> where the chasers are referred by their usernumber and a legend is set to reflect the current overlap value:

```
<step  
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",  
handle:"chaseHandleUN=19159")</step>  
<step  
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap", 0.2)</step>  
<step  
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",  
handle:"chaseHandleUN=19160")</step>  
<step  
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap", 0.2)</step>  
<step  
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=1293")</step>  
<step pause="0.01">ActionScript.SetProperty("Handles.PendingLegend",  
"Overlap 20%")</step>  
<step pause="0.01">Handles.SetLegend()</step>  
<step pause="0.01">Handles.ClearSelection()</step>
```

How to use it

1. [make this macro available](#)
2. once a chase is active and connected, fire this macro to set the chaser to 50% crossfade

From:

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

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