

Example

Pages - Change Pages

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description:	Macros to change pages in both workspace and playback areas.
remarks:	used to directly access certain pages

More examples: [Pages - Change Macros Page](#) and [Pages - Change All Playback Pages](#)

[change](#), [handle](#), [page](#), [playback](#), [group](#)

The code below only is a snippet of the full macro. The full macro can be found [here](#)

adb_pagechanges.xml

and will have macros for page 1-60.

functions

- [Handles.Playbacks.ChangePage](#)
- [Handles.Playbacks.PreviousPage](#)
- [Handles.Playbacks.NextPage](#)
- [Handles.StaticPlaybacks.ChangePage](#)
- [Handles.MobileWingAPlaybacks.ChangePage](#)

affected properties

- [Windows.windowId.CurrentPage](#)

Code

adb_workspace_creation_snippet.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

<!--Playbacks Workspace Page-->
  <macro id="adb.Macros.playbackspage1" name="adb ws playbacks page 1">
    <sequence>
<step>ActionScript.SetProperty.Integer("Windows.Playbacks.CurrentPage",
0)</step>
    </sequence>
  </macro>

<!--Groups Workspace Page-->
  <macro id="adb.Macros.groupspage2" name="adb ws groups page 2">
```

```
<sequence>
<step>ActionScript.SetProperty.Integer("Windows.Groups.CurrentPage",
1)</step>
</sequence>
</macro>

<!-- Gobos & Beams Workspace Page -->
<macro id="adb.Macros.beamspage12" name="adb ws beams page 12">
<sequence>
<step>ActionScript.SetProperty.Integer("Windows.Beams.CurrentPage",
11)</step>
</sequence>
</macro>

<!-- PB Pages -->
<macro id="adb.Macros.gopagePB1" name="adb Change Page PB 01">
<sequence>
<step>Handles.Playbacks.ChangePage(0)</step>
</sequence>
</macro>
<macro id="adb.Macros.PreviousPagePB" name="adb Change Page PB -1">
<sequence>
<step>Handles.Playbacks.PreviousPage()</step>
</sequence>
</macro>
<macro id="adb.Macros.NextPagePB" name="adb Change Page PB +1">
<sequence>
<step>Handles.Playbacks.NextPage()</step>
</sequence>
</macro>

<!-- static PB Pages -->
<macro id="adb.Macros.gopagestatic1" name="adb Change Page static
01">
<sequence>
<step>Handles.StaticPlaybacks.ChangePage(0)</step>
</sequence>
</macro>
<macro id="adb.Macros.PreviousPageStatic" name="adb Change Page
static -1">
<sequence>
<step>Handles.StaticPlaybacks.PreviousPage()</step>
</sequence>
</macro>
<macro id="adb.Macros.NextPageStatic" name="adb Change Page static
+1">
<sequence>
<step>Handles.StaticPlaybacks.NextPage()</step>
</sequence>
</macro>
```

```
<!-- Mobile Wing Pages -->
  <macro id="adb.Macros.gopagewing1" name="adb Change Page mobile wing
01">
  <sequence>
    <step>Handles.MobileWingAPlaybacks.ChangePage(0)</step>
  </sequence>
</macro>
  <macro id="adb.Macros.PreviousPageWing" name="adb Change Page mobile
wing-1">
  <sequence>
    <step>Handles.MobileWingAPlaybacks.PreviousPage()</step>
  </sequence>
</macro>
  <macro id="adb.Macros.NextPageWing" name="adb Change Page mobile
wing+1">
  <sequence>
    <step>Handles.MobileWingAPlaybacks.NextPage()</step>
  </sequence>
</macro>

<!-- change all -->
  <macro id="adb.Macros.gopageall1" name="adb Change Page all 01">
  <sequence>
    <step>Handles.Playbacks.ChangePage(0)</step>
    <step>Handles.StaticPlaybacks.ChangePage(0)</step>
  </sequence>
</macro>
  <macro id="adb.Macros.PreviousPageAll" name="adb Change Page all -1">
  <description>Goes to the previous playback page.</description>
  <sequence>
    <step>Handles.Playbacks.PreviousPage()</step>
    <step>Handles.StaticPlaybacks.PreviousPage()</step>
  </sequence>
</macro>
  <macro id="adb.Macros.NextPageAll" name="adb Change Page all +1">
  <description>Goes to the previous playback page.</description>
  <sequence>
    <step>Handles.Playbacks.NextPage()</step>
    <step>Handles.StaticPlaybacks.NextPage()</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

- `ChangePage(x)` and `ActionScript.SetProperty.Integer("Windows.Playbacks.CurrentPage", 0)` change to a designated page in many windows
- `PreviousPage()` and `NextPage()` usually increment/decrement - but only if a window has a predefined number of pages, e.g. `Handles.Playbacks` and `Handles.MobileAWingPlaybacks` but not `Handles.StaticPlaybacks`

How to use it

1. [make this macro available](#)

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