

Example

# Create Dummy Palettes

|                     |  |
|---------------------|--|
| <b>by:</b>          | Sebastian Beutel   |
| <b>published:</b>   | August 2023  |
| <b>description:</b> | idea: <a href="#">Discord</a> , <a href="#">@TEMO</a><br>patch a dummy fixture, create colour palettes, remove dummy fixture<br>This is a really huge macro which documents a lot of programming techniques, e.g. patching a fixture, setting values in the programmer, creating palettes, storing cues and cuelists |
| <b>remarks:</b>     | start a new show and fire this macro. It will create global colour palettes for you.   |

[setup](#), [start](#), [dummy](#), [palette](#), [patch](#), [fixture](#), [macro](#)

This was the plan:

What needs to be done :

- Unpack Macro needs to create the Dummy palettes 1 through 10, 11 through 20
- Unpack Macro needs to create the Bump Palletes 101 & 102
- Unpack Macro needs to create Playbacks( 11 thro 20, 21 thro 30, 31 thro 40 & Cuelists ( 101 thro 110 ) for the Macros
- Unpack Macro needs to Link Macros to Cues in Playlist
  
- Unpack Macro needs to record the Playback Groups for the Bump Selection
- Unpack Macro needs to create a Layout View and move the Selection Cue Lists to the Colour picker
- Layout at position X & Y
- Unpack Macro needs to add the Colour Selection Button Macros to the layout view

The macro shown here does the first half of the tasks.

## functions

- [someusedfunction](#)
- [anotherusedfunction](#)
- [someusedfunction](#)
- [anotherusedfunction](#)

## affected properties

- [someproperty](#)
- [anotherusedproperty](#)

## control structures

- [step condition](#)

[Full file here:](#)

createdummypalettes.xml

## Code

[createDummyPalettesShort.xml](#)

```
1. <?xml version="1.0" encoding="utf-8"?>
2. <avolites.macros>
3.
4.   <!-- at first some dummy macros, to check the linking in the
      cuelists -->
5.
6.   <macro id="Wiki.Macros.Dummy.001" name="Dummy Macro 001">
7.     <description>Dummy Macro 001</description>
8.     <sequence>
9.   </sequence>
10. </macro>
11.
12.  <macro id="Wiki.Macros.Dummy.002" name="Dummy Macro 002">
13.    <description>Dummy Macro 002</description>
14.    <sequence>
15.  </sequence>
16. </macro>
17.
18.  <macro id="Wiki.Macros.Dummy.003" name="Dummy Macro 003">
19.    <description>Dummy Macro 003</description>
20.    <sequence>
21.  </sequence>
22. </macro>
23.
24.  <macro id="Wiki.Macros.Dummy.004" name="Dummy Macro 004">
25.    <description>Dummy Macro 004</description>
26.    <sequence>
27.  </sequence>
28. </macro>
29.
30.  <macro id="Wiki.Macros.Dummy.005" name="Dummy Macro 005">
31.    <description>Dummy Macro 005</description>
32.    <sequence>
33.  </sequence>
34. </macro>
35.
36.  <macro id="Wiki.Macros.Dummy.006" name="Dummy Macro 006">
37.    <description>Dummy Macro 006</description>
38.    <sequence>
```

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39.     </sequence>
40. </macro>
41.
42. <macro id="Wiki.Macros.Dummy.007" name="Dummy Macro 007">
43.     <description>Dummy Macro 007</description>
44.     <sequence>
45.     </sequence>
46. </macro>
47.
48. <macro id="Wiki.Macros.Dummy.008" name="Dummy Macro 008">
49.     <description>Dummy Macro 008</description>
50.     <sequence>
51.     </sequence>
52. </macro>
53.
54. <macro id="Wiki.Macros.Dummy.009" name="Dummy Macro 009">
55.     <description>Dummy Macro 009</description>
56.     <sequence>
57.     </sequence>
58. </macro>
59.
60. <macro id="Wiki.Macros.Dummy.010" name="Dummy Macro 010">
61.     <description>Dummy Macro 010</description>
62.     <sequence>
63.     </sequence>
64. </macro>
65.
66. <!-- the heavy lifting -->
67.
68. <macro id="Wiki.Macros.Palette.CreateDummy.001" name="Create
    Dummy Palettes v.001">
69.
70.     <sequence>
71.
72.         <!-- patch an RGB fixture -->
73.
74.         <step>ActionScript.SetProperty("Patch.CurrentUserNumber",
    userNumber:999)</step>
75.         <step>Fixtures.PatchFixturesToVacantHandles("Fixtures",
    "Expolite", "TourLED 42 CM MKII", "ARC.1, 3 DMX", 1, 3, "")</step>
76.         <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
    ep>
77.         <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
    "move")</step>
78.         <step>Handles.CopyDestination("Fixtures", 99)</step>
79.         <step>Handles.ClearSelection()</step>
80.
81.         <!-- select fixture -->
82.
83.         <step
```

```
pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
ureHandleUN=999")</step>
84.
85.     <!-- set some colour values and quick-create palettes -->
86.
87.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
1.0, true, true)</step>
88.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.6, true, true)</step>
89.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.2, true, true)</step>
90.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 0), "C", userNumber:101, "", 0)</step>
91.
92.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.5, true, true)</step>
93.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
1.0, true, true)</step>
94.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.5, true, true)</step>
95.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 1), "C", userNumber:102, "", 0)</step>
96.
97.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.0, true, true)</step>
98.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.3, true, true)</step>
99.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
1.0, true, true)</step>
100.    <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 2), "C", userNumber:103, "", 0)</step>
101.
102.    <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.2, true, true)</step>
103.    <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.9, true, true)</step>
104.    <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.4, true, true)</step>
105.    <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 3), "C", userNumber:104, "", 0)</step>
106.
107.    <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.3, true, true)</step>
108.    <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.6, true, true)</step>
```

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109.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
110.     1.0, true, true)</step>
111.     <step
112.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
113.     ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
114.     <!-- clear programmer -->
115.     <step>Programmer.Editor.ClearAll(false, false)</step>
116.     <!-- create abstract palettes -->
117.     <step
118.     pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
119.     ureHandleUN=999")</step>
120.     <step
121.     pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
122.     false)</step>
123.     <step
124.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
125.     ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
126.     <step
127.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
128.     ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
129.     <step pause="0.1">Programmer.Editor.ClearAll(false,
130.     false)</step>
131.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
132.     (101~110) -->
133.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
134.     true)</step>
135.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
136.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
137.     userNumber:11)</step>
138.     <step>Handles.SetUserNumber()</step>
139.     <step>Handles.ClearSelection()</step>
140.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 212,
141.     true)</step>
142.     <step>Handles.SetSourceHandle("PlaybackWindow", 212)</step>
143.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
144.     userNumber:12)</step>
145.     <step>Handles.SetUserNumber()</step>
146.     <step>Handles.ClearSelection()</step>
147.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 213,
148.     true)</step>
149.     <step>Handles.SetSourceHandle("PlaybackWindow", 213)</step>
150.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
151.     userNumber:13)</step>
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141.      <step>Handles.SetUserNumber()</step>
142.      <step>Handles.ClearSelection()</step>
143.
144.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 214,
true)</step>
145.      <step>Handles.SetSourceHandle("PlaybackWindow", 214)</step>
146.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:14)</step>
147.      <step>Handles.SetUserNumber()</step>
148.      <step>Handles.ClearSelection()</step>
149.
150.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 215,
true)</step>
151.      <step>Handles.SetSourceHandle("PlaybackWindow", 215)</step>
152.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:15)</step>
153.      <step>Handles.SetUserNumber()</step>
154.      <step>Handles.ClearSelection()</step>
155.
156.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 216,
true)</step>
157.      <step>Handles.SetSourceHandle("PlaybackWindow", 216)</step>
158.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:16)</step>
159.      <step>Handles.SetUserNumber()</step>
160.      <step>Handles.ClearSelection()</step>
161.
162.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 217,
true)</step>
163.      <step>Handles.SetSourceHandle("PlaybackWindow", 217)</step>
164.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:17)</step>
165.      <step>Handles.SetUserNumber()</step>
166.      <step>Handles.ClearSelection()</step>
167.
168.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 218,
true)</step>
169.      <step>Handles.SetSourceHandle("PlaybackWindow", 218)</step>
170.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:18)</step>
171.      <step>Handles.SetUserNumber()</step>
172.      <step>Handles.ClearSelection()</step>
173.
174.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 219,
true)</step>
175.      <step>Handles.SetSourceHandle("PlaybackWindow", 219)</step>
176.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:19)</step>
177.      <step>Handles.SetUserNumber()</step>
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178.     <step>Handles.ClearSelection()</step>
179.
180.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 220,
true)</step>
181.     <step>Handles.SetSourceHandle("PlaybackWindow", 220)</step>
182.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:20)</step>
183.     <step>Handles.SetUserNumber()</step>
184.     <step>Handles.ClearSelection()</step>
185.
186.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 221,
true)</step>
187.     <step>Handles.SetSourceHandle("PlaybackWindow", 221)</step>
188.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:21)</step>
189.     <step>Handles.SetUserNumber()</step>
190.     <step>Handles.ClearSelection()</step>
191.
192.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 222,
true)</step>
193.     <step>Handles.SetSourceHandle("PlaybackWindow", 222)</step>
194.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:22)</step>
195.     <step>Handles.SetUserNumber()</step>
196.     <step>Handles.ClearSelection()</step>
197.
198.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 223,
true)</step>
199.     <step>Handles.SetSourceHandle("PlaybackWindow", 223)</step>
200.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:23)</step>
201.     <step>Handles.SetUserNumber()</step>
202.     <step>Handles.ClearSelection()</step>
203.
204.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 224,
true)</step>
205.     <step>Handles.SetSourceHandle("PlaybackWindow", 224)</step>
206.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:24)</step>
207.     <step>Handles.SetUserNumber()</step>
208.     <step>Handles.ClearSelection()</step>
209.
210.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 225,
true)</step>
211.     <step>Handles.SetSourceHandle("PlaybackWindow", 225)</step>
212.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:25)</step>
213.     <step>Handles.SetUserNumber()</step>
214.     <step>Handles.ClearSelection()</step>
215.
216.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 226,
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    true)</step>
217.    <step>Handles.SetSourceHandle("PlaybackWindow", 226)</step>
218.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:26)</step>
219.    <step>Handles.SetUserNumber()</step>
220.    <step>Handles.ClearSelection()</step>
221.
222.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 227,
    true)</step>
223.    <step>Handles.SetSourceHandle("PlaybackWindow", 227)</step>
224.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:27)</step>
225.    <step>Handles.SetUserNumber()</step>
226.    <step>Handles.ClearSelection()</step>
227.
228.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 228,
    true)</step>
229.    <step>Handles.SetSourceHandle("PlaybackWindow", 228)</step>
230.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:28)</step>
231.    <step>Handles.SetUserNumber()</step>
232.    <step>Handles.ClearSelection()</step>
233.
234.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 229,
    true)</step>
235.    <step>Handles.SetSourceHandle("PlaybackWindow", 229)</step>
236.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:29)</step>
237.    <step>Handles.SetUserNumber()</step>
238.    <step>Handles.ClearSelection()</step>
239.
240.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 230,
    true)</step>
241.    <step>Handles.SetSourceHandle("PlaybackWindow", 230)</step>
242.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:30)</step>
243.    <step>Handles.SetUserNumber()</step>
244.    <step>Handles.ClearSelection()</step>
245.
246.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 231,
    true)</step>
247.    <step>Handles.SetSourceHandle("PlaybackWindow", 231)</step>
248.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:31)</step>
249.    <step>Handles.SetUserNumber()</step>
250.    <step>Handles.ClearSelection()</step>
251.
252.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 232,
    true)</step>
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253.     <step>Handles.SetSourceHandle("PlaybackWindow", 232)</step>
254.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:32)</step>
255.     <step>Handles.SetUserNumber()</step>
256.     <step>Handles.ClearSelection()</step>
257.
258.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 233,
true)</step>
259.     <step>Handles.SetSourceHandle("PlaybackWindow", 233)</step>
260.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:33)</step>
261.     <step>Handles.SetUserNumber()</step>
262.     <step>Handles.ClearSelection()</step>
263.
264.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 234,
true)</step>
265.     <step>Handles.SetSourceHandle("PlaybackWindow", 234)</step>
266.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:34)</step>
267.     <step>Handles.SetUserNumber()</step>
268.     <step>Handles.ClearSelection()</step>
269.
270.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 235,
true)</step>
271.     <step>Handles.SetSourceHandle("PlaybackWindow", 235)</step>
272.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:35)</step>
273.     <step>Handles.SetUserNumber()</step>
274.     <step>Handles.ClearSelection()</step>
275.
276.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 236,
true)</step>
277.     <step>Handles.SetSourceHandle("PlaybackWindow", 236)</step>
278.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:36)</step>
279.     <step>Handles.SetUserNumber()</step>
280.     <step>Handles.ClearSelection()</step>
281.
282.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 237,
true)</step>
283.     <step>Handles.SetSourceHandle("PlaybackWindow", 237)</step>
284.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:37)</step>
285.     <step>Handles.SetUserNumber()</step>
286.     <step>Handles.ClearSelection()</step>
287.
288.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 238,
true)</step>
289.     <step>Handles.SetSourceHandle("PlaybackWindow", 238)</step>
290.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:38)</step>
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291.     <step>Handles.SetUserNumber()</step>
292.     <step>Handles.ClearSelection()</step>
293.
294.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 239,
true)</step>
295.     <step>Handles.SetSourceHandle("PlaybackWindow", 239)</step>
296.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:39)</step>
297.     <step>Handles.SetUserNumber()</step>
298.     <step>Handles.ClearSelection()</step>
299.
300.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
true)</step>
301.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
302.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:40)</step>
303.     <step>Handles.SetUserNumber()</step>
304.     <step>Handles.ClearSelection()</step>
305.
306.     <!-- Cuelists -->
307.     <!--
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback"
, Playbacks.PlaybackEdit.Handle)</step> -->
308.
309.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
101)</step>
310.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
311.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:101)</step>
312.     <step>Handles.SetUserNumber()</step>
313.     <step>Handles.ClearSelection()</step>
314.
<step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
315.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
316.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
317.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
")</step>
318.     <step>Playbacks.PlaybackEdit.Exit()</step>
319.
320.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
102)</step>
321.     <step>Handles.SetSourceHandle("PlaybackWindow", 102)</step>
```

```
322.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:102) </step>
323.     <step>Handles.SetUserNumber() </step>
324.     <step>Handles.ClearSelection() </step>
325.
<step>Playbacks.Select.EditHandle("cueListHandleUN=102") </step>
326.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1) </step>
327.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1) </step>
328.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.002
") </step>
329.     <step>Playbacks.PlaybackEdit.Exit() </step>
330.
331.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
103) </step>
332.     <step>Handles.SetSourceHandle("PlaybackWindow", 103) </step>
333.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:103) </step>
334.     <step>Handles.SetUserNumber() </step>
335.     <step>Handles.ClearSelection() </step>
336.
<step>Playbacks.Select.EditHandle("cueListHandleUN=103") </step>
337.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1) </step>
338.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1) </step>
339.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.003
") </step>
340.     <step>Playbacks.PlaybackEdit.Exit() </step>
341.
342.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
104) </step>
343.     <step>Handles.SetSourceHandle("PlaybackWindow", 104) </step>
344.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:104) </step>
345.     <step>Handles.SetUserNumber() </step>
346.     <step>Handles.ClearSelection() </step>
347.
<step>Playbacks.Select.EditHandle("cueListHandleUN=104") </step>
348.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1) </step>
```

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349.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
350.      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.004")</step>
351.          <step>Playbacks.PlaybackEdit.Exit()</step>
352.
353.          <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow", 105)</step>
354.          <step>Handles.SetSourceHandle("PlaybackWindow", 105)</step>
355.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber", userNumber:105)</step>
356.          <step>Handles.SetUserNumber()</step>
357.          <step>Handles.ClearSelection()</step>
358.
<step>Playbacks.Select.EditHandle("cueListHandleUN=105")</step>
359.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
360.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
361.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.005")</step>
362.          <step>Playbacks.PlaybackEdit.Exit()</step>
363.
364.          <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow", 106)</step>
365.          <step>Handles.SetSourceHandle("PlaybackWindow", 106)</step>
366.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber", userNumber:106)</step>
367.          <step>Handles.SetUserNumber()</step>
368.          <step>Handles.ClearSelection()</step>
369.
<step>Playbacks.Select.EditHandle("cueListHandleUN=106")</step>
370.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
371.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
372.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.006")</step>
373.          <step>Playbacks.PlaybackEdit.Exit()</step>
```

```
374.
375.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
107)</step>
376.     <step>Handles.SetSourceHandle("PlaybackWindow", 107)</step>
377.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:107)</step>
378.     <step>Handles.SetUserNumber()</step>
379.     <step>Handles.ClearSelection()</step>
380.
<step>Playbacks.Select.EditHandle("cueListHandleUN=107")</step>
381.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
382.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
383.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.007
")</step>
384.     <step>Playbacks.PlaybackEdit.Exit()</step>
385.
386.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
108)</step>
387.     <step>Handles.SetSourceHandle("PlaybackWindow", 108)</step>
388.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:108)</step>
389.     <step>Handles.SetUserNumber()</step>
390.     <step>Handles.ClearSelection()</step>
391.
<step>Playbacks.Select.EditHandle("cueListHandleUN=108")</step>
392.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
393.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
394.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.008
")</step>
395.     <step>Playbacks.PlaybackEdit.Exit()</step>
396.
397.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
109)</step>
398.     <step>Handles.SetSourceHandle("PlaybackWindow", 109)</step>
399.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:109)</step>
400.     <step>Handles.SetUserNumber()</step>
401.     <step>Handles.ClearSelection()</step>
```

```
402.      <step>Playbacks.Select.EditHandle("cueListHandleUN=109")</step>
403.      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
404.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
405.      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.009")</step>
406.          <step>Playbacks.PlaybackEdit.Exit()</step>
407.
408.          <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
110)</step>
409.          <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
410.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:110)</step>
411.          <step>Handles.SetUserNumber()</step>
412.          <step>Handles.ClearSelection()</step>
413.
      <step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
414.
      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
415.
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
416.
      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.010")</step>
417.          <step>Playbacks.PlaybackEdit.Exit()</step>
418.
419.          <!-- unassign dummy fixture -->
420.
421.          <step
pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixtures", true)</step>
422.
      <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</step>
423.          <step>Handles.ConfirmRelease()</step> <!-- in order to
delete use Handles.ConfirmDelete() -->
424.
      <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixtures", false)</step>
425.
426.          <step><menuLink id="Windows.Playbacks">
```

```
stack="mainWindowStack" behaviour="PushOrRaise" /></step>
427. <step><menuLink id="Windows.Colours" stack="mainWindowStack"
behaviour="PushOrRaise" /></step>
428.
429.
430. </sequence>
431. </macro>
432. </avolites.macros>
```

## Explanation

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

tbd

## How to use it

1. [make this macro available](#)

tbd

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