

Example

Create Dummy Palettes

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description:	idea: Discord , @TEMO patch a dummy fixture, create colour palettes, remove dummy fixture 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
remarks:	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.  <!-- more dummy macros... -->
13.
14.  <macro id="Wiki.Macros.Dummy.010" name="Dummy Macro 010">
15.    <description>Dummy Macro 010</description>
16.    <sequence>
17.    </sequence>
18.  </macro>
19.
20.  <!-- the heavy lifting -->
21.
22.  <macro id="Wiki.Macros.Palette.CreateDummy.001" name="Create
      Dummy Palettes v.001">
23.
24.    <sequence>
25.
26.      <!-- patch an RGB fixture -->
27.
28.      <step>ActionScript.SetProperty("Patch.CurrentUserNumber",
      userNumber:999)</step>
29.      <step>Fixtures.PatchFixturesToVacantHandles("Fixtures",
      "Expolite", "TourLED 42 CM MKII", "ARC.1, 3 DMX", 1, 3, "")</step>
30.      <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
      ep>
31.      <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
      "move")</step>
32.      <step>Handles.CopyDestination("Fixtures", 99)</step>
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33.     <step>Handles.ClearSelection()</step>
34.
35.     <!-- select fixture -->
36.
37.     <step
pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
ureHandleUN=999")</step>
38.
39.     <!-- set some colour values and quick-create palettes -->
40.
41.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
1.0, true, true)</step>
42.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.6, true, true)</step>
43.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.2, true, true)</step>
44.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 0), "C", userNumber:101, "", 0)</step>
45.
46.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.5, true, true)</step>
47.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
1.0, true, true)</step>
48.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.5, true, true)</step>
49.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 1), "C", userNumber:102, "", 0)</step>
50.
51.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.0, true, true)</step>
52.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.3, true, true)</step>
53.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
1.0, true, true)</step>
54.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 2), "C", userNumber:103, "", 0)</step>
55.
56.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.2, true, true)</step>
57.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.9, true, true)</step>
58.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.4, true, true)</step>
59.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 3), "C", userNumber:104, "", 0)</step>
60.
61.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
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0.3, true, true)</step>
62.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.6, true, true)</step>
63.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
1.0, true, true)</step>
64.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
65.
66.     <!-- clear programmer -->
67.
68.     <step>Programmer.Editor.ClearAll(false, false)</step>
69.
70.     <!-- create abstract palettes -->
71.
72.     <step
pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
ureHandleUN=999")</step>
73.     <step
pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
false)</step>
74.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
75.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
76.     <step pause="0.1">Programmer.Editor.ClearAll(false,
false)</step>
77.
78.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
(101~110) -->
79.
80.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
true)</step>
81.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
82.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:11)</step>
83.     <step>Handles.SetUserNumber()</step>
84.     <step>Handles.ClearSelection()</step>
85.
86.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 212,
true)</step>
87.     <step>Handles.SetSourceHandle("PlaybackWindow", 212)</step>
88.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:12)</step>
89.     <step>Handles.SetUserNumber()</step>
90.     <step>Handles.ClearSelection()</step>
91.
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92.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 213,
      true)</step>
93.      <step>Handles.SetSourceHandle("PlaybackWindow", 213)</step>
94.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:13)</step>
95.      <step>Handles.SetUserNumber()</step>
96.      <step>Handles.ClearSelection()</step>
97.
98.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 214,
      true)</step>
99.      <step>Handles.SetSourceHandle("PlaybackWindow", 214)</step>
100.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:14)</step>
101.     <step>Handles.SetUserNumber()</step>
102.     <step>Handles.ClearSelection()</step>
103.
104.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 215,
      true)</step>
105.     <step>Handles.SetSourceHandle("PlaybackWindow", 215)</step>
106.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:15)</step>
107.     <step>Handles.SetUserNumber()</step>
108.     <step>Handles.ClearSelection()</step>
109.
110.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 216,
      true)</step>
111.     <step>Handles.SetSourceHandle("PlaybackWindow", 216)</step>
112.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:16)</step>
113.     <step>Handles.SetUserNumber()</step>
114.     <step>Handles.ClearSelection()</step>
115.
116.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 217,
      true)</step>
117.     <step>Handles.SetSourceHandle("PlaybackWindow", 217)</step>
118.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:17)</step>
119.     <step>Handles.SetUserNumber()</step>
120.     <step>Handles.ClearSelection()</step>
121.
122.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 218,
      true)</step>
123.     <step>Handles.SetSourceHandle("PlaybackWindow", 218)</step>
124.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:18)</step>
125.     <step>Handles.SetUserNumber()</step>
126.     <step>Handles.ClearSelection()</step>
127.
128.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 219,
      true)</step>
129.     <step>Handles.SetSourceHandle("PlaybackWindow", 219)</step>
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130.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:19)</step>
131.     <step>Handles.SetUserNumber()</step>
132.     <step>Handles.ClearSelection()</step>
133.
134.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 220,
        true)</step>
135.     <step>Handles.SetSourceHandle("PlaybackWindow", 220)</step>
136.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:20)</step>
137.     <step>Handles.SetUserNumber()</step>
138.     <step>Handles.ClearSelection()</step>
139.
140.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 221,
        true)</step>
141.     <step>Handles.SetSourceHandle("PlaybackWindow", 221)</step>
142.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:21)</step>
143.     <step>Handles.SetUserNumber()</step>
144.     <step>Handles.ClearSelection()</step>
145.
146.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 222,
        true)</step>
147.     <step>Handles.SetSourceHandle("PlaybackWindow", 222)</step>
148.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:22)</step>
149.     <step>Handles.SetUserNumber()</step>
150.     <step>Handles.ClearSelection()</step>
151.
152.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 223,
        true)</step>
153.     <step>Handles.SetSourceHandle("PlaybackWindow", 223)</step>
154.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:23)</step>
155.     <step>Handles.SetUserNumber()</step>
156.     <step>Handles.ClearSelection()</step>
157.
158.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 224,
        true)</step>
159.     <step>Handles.SetSourceHandle("PlaybackWindow", 224)</step>
160.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:24)</step>
161.     <step>Handles.SetUserNumber()</step>
162.     <step>Handles.ClearSelection()</step>
163.
164.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 225,
        true)</step>
165.     <step>Handles.SetSourceHandle("PlaybackWindow", 225)</step>
166.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
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    userNumber:25)</step>
167.    <step>Handles.SetUserNumber()</step>
168.    <step>Handles.ClearSelection()</step>
169.
170.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 226,
true)</step>
171.    <step>Handles.SetSourceHandle("PlaybackWindow", 226)</step>
172.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:26)</step>
173.    <step>Handles.SetUserNumber()</step>
174.    <step>Handles.ClearSelection()</step>
175.
176.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 227,
true)</step>
177.    <step>Handles.SetSourceHandle("PlaybackWindow", 227)</step>
178.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:27)</step>
179.    <step>Handles.SetUserNumber()</step>
180.    <step>Handles.ClearSelection()</step>
181.
182.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 228,
true)</step>
183.    <step>Handles.SetSourceHandle("PlaybackWindow", 228)</step>
184.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:28)</step>
185.    <step>Handles.SetUserNumber()</step>
186.    <step>Handles.ClearSelection()</step>
187.
188.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 229,
true)</step>
189.    <step>Handles.SetSourceHandle("PlaybackWindow", 229)</step>
190.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:29)</step>
191.    <step>Handles.SetUserNumber()</step>
192.    <step>Handles.ClearSelection()</step>
193.
194.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 230,
true)</step>
195.    <step>Handles.SetSourceHandle("PlaybackWindow", 230)</step>
196.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:30)</step>
197.    <step>Handles.SetUserNumber()</step>
198.    <step>Handles.ClearSelection()</step>
199.
200.    <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 231,
true)</step>
201.    <step>Handles.SetSourceHandle("PlaybackWindow", 231)</step>
202.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:31)</step>
203.    <step>Handles.SetUserNumber()</step>
204.    <step>Handles.ClearSelection()</step>
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205.
206.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 232,
true)</step>
207.     <step>Handles.SetSourceHandle("PlaybackWindow", 232)</step>
208.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:32)</step>
209.     <step>Handles.SetUserNumber()</step>
210.     <step>Handles.ClearSelection()</step>
211.
212.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 233,
true)</step>
213.     <step>Handles.SetSourceHandle("PlaybackWindow", 233)</step>
214.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:33)</step>
215.     <step>Handles.SetUserNumber()</step>
216.     <step>Handles.ClearSelection()</step>
217.
218.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 234,
true)</step>
219.     <step>Handles.SetSourceHandle("PlaybackWindow", 234)</step>
220.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:34)</step>
221.     <step>Handles.SetUserNumber()</step>
222.     <step>Handles.ClearSelection()</step>
223.
224.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 235,
true)</step>
225.     <step>Handles.SetSourceHandle("PlaybackWindow", 235)</step>
226.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:35)</step>
227.     <step>Handles.SetUserNumber()</step>
228.     <step>Handles.ClearSelection()</step>
229.
230.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 236,
true)</step>
231.     <step>Handles.SetSourceHandle("PlaybackWindow", 236)</step>
232.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:36)</step>
233.     <step>Handles.SetUserNumber()</step>
234.     <step>Handles.ClearSelection()</step>
235.
236.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 237,
true)</step>
237.     <step>Handles.SetSourceHandle("PlaybackWindow", 237)</step>
238.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:37)</step>
239.     <step>Handles.SetUserNumber()</step>
240.     <step>Handles.ClearSelection()</step>
241.
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242.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 238,
true)</step>
243.     <step>Handles.SetSourceHandle("PlaybackWindow", 238)</step>
244.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:38)</step>
245.     <step>Handles.SetUserNumber()</step>
246.     <step>Handles.ClearSelection()</step>
247.
248.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 239,
true)</step>
249.     <step>Handles.SetSourceHandle("PlaybackWindow", 239)</step>
250.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:39)</step>
251.     <step>Handles.SetUserNumber()</step>
252.     <step>Handles.ClearSelection()</step>
253.
254.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
true)</step>
255.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
256.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:40)</step>
257.     <step>Handles.SetUserNumber()</step>
258.     <step>Handles.ClearSelection()</step>
259.
260.     <!-- Cuelists -->
261.     <!--
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback"
, Playbacks.PlaybackEdit.Handle)</step> -->
262.
263.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
101)</step>
264.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
265.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:101)</step>
266.     <step>Handles.SetUserNumber()</step>
267.     <step>Handles.ClearSelection()</step>
268.
<step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
269.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
270.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
271.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
")</step>
272.     <step>Playbacks.PlaybackEdit.Exit()</step>
273.
274.     <step

```

```
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
102)</step>
275.     <step>Handles.SetSourceHandle("PlaybackWindow", 102)</step>
276.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:102)</step>
277.     <step>Handles.SetUserNumber()</step>
278.     <step>Handles.ClearSelection()</step>
279.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=102")</step>
280.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
281.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
282.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.002
")</step>
283.     <step>Playbacks.PlaybackEdit.Exit()</step>
284.
285.     <step>
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
103)</step>
286.     <step>Handles.SetSourceHandle("PlaybackWindow", 103)</step>
287.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:103)</step>
288.     <step>Handles.SetUserNumber()</step>
289.     <step>Handles.ClearSelection()</step>
290.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=103")</step>
291.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
292.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
293.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.003
")</step>
294.     <step>Playbacks.PlaybackEdit.Exit()</step>
295.
296.     <step>
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
104)</step>
297.     <step>Handles.SetSourceHandle("PlaybackWindow", 104)</step>
298.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:104)</step>
299.     <step>Handles.SetUserNumber()</step>
300.     <step>Handles.ClearSelection()</step>
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```
301.      <step>Playbacks.Select.EditHandle("cueListHandleUN=104")</step>
302.      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
303.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
304.      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.004")</step>
305.          <step>Playbacks.PlaybackEdit.Exit()</step>
306.
307.          <step
308.          pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
309.          105)</step>
310.          <step>Handles.SetSourceHandle("PlaybackWindow", 105)</step>
311.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
312.          userNumber:105)</step>
313.          <step>Handles.SetUserNumber()</step>
314.          <step>Handles.ClearSelection()</step>
315.      <step>Playbacks.Select.EditHandle("cueListHandleUN=105")</step>
316.      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
317.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
318.      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.005")</step>
319.          <step>Playbacks.PlaybackEdit.Exit()</step>
320.
321.          <step
322.          pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
323.          106)</step>
324.          <step>Handles.SetSourceHandle("PlaybackWindow", 106)</step>
325.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
326.          userNumber:106)</step>
327.          <step>Handles.SetUserNumber()</step>
328.          <step>Handles.ClearSelection()</step>
329.      <step>Playbacks.Select.EditHandle("cueListHandleUN=106")</step>
330.      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
331.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
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```
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.006")</step>
327.     <step>Playbacks.PlaybackEdit.Exit()</step>
328.
329.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
107)</step>
330.     <step>Handles.SetSourceHandle("PlaybackWindow", 107)</step>
331.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:107)</step>
332.     <step>Handles.SetUserNumber()</step>
333.     <step>Handles.ClearSelection()</step>
334.
<step>Playbacks.Select.EditHandle("cueListHandleUN=107")</step>
335.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
336.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
337.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.007
")</step>
338.     <step>Playbacks.PlaybackEdit.Exit()</step>
339.
340.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
108)</step>
341.     <step>Handles.SetSourceHandle("PlaybackWindow", 108)</step>
342.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:108)</step>
343.     <step>Handles.SetUserNumber()</step>
344.     <step>Handles.ClearSelection()</step>
345.
<step>Playbacks.Select.EditHandle("cueListHandleUN=108")</step>
346.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
347.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
348.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.008
")</step>
349.     <step>Playbacks.PlaybackEdit.Exit()</step>
350.
351.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
109)</step>
```

```
352.     <step>Handles.SetSourceHandle("PlaybackWindow", 109)</step>
353.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:109)</step>
354.     <step>Handles.SetUserNumber()</step>
355.     <step>Handles.ClearSelection()</step>
356.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=109")</step>
357.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
358.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
359.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.009
")</step>
360.     <step>Playbacks.PlaybackEdit.Exit()</step>
361.
362.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
110)</step>
363.     <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
364.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:110)</step>
365.     <step>Handles.SetUserNumber()</step>
366.     <step>Handles.ClearSelection()</step>
367.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
368.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
369.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
370.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.010
")</step>
371.     <step>Playbacks.PlaybackEdit.Exit()</step>
372.
373.     <!-- unassign dummy fixture -->
374.
375.     <step
pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteF
ixtures", true)</step>
376.
    <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
ep>
377.     <step>Handles.ConfirmRelease()</step> <!-- in order to
delete use Handles.ConfirmDelete() -->
378.
    <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixture
```

```
s", false)</step>
379.
380.     <step><menuLink id="Windows.Playbacks"
stack="mainWindowStack" behaviour="PushOrRaise" /></step>
381.     <step><menuLink id="Windows.Colours" stack="mainWindowStack"
behaviour="PushOrRaise" /></step>
382.
383.
384.     </sequence>
385. </macro>
386. </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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