

Example

Create Dummy Palettes

by:	Sebastian Beutel
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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.     <!-- create some more palettes... -->
47.
48.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
    0.3, true, true)</step>
49.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
    0.6, true, true)</step>
50.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
    1.0, true, true)</step>
51.     <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
52.
53.     <!-- clear programmer -->
54.
55.     <step>Programmer.Editor.ClearAll(false, false)</step>
56.
57.     <!-- create abstract palettes -->
58.
59.     <step
    pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
    ureHandleUN=999")</step>
60.     <step
    pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
    false)</step>
61.     <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
62.     <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
63.     <step pause="0.1">Programmer.Editor.ClearAll(false,
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false)</step>
64.
65.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
        (101~110) -->
66.
67.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
        true)</step>
68.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
69.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:11)</step>
70.     <step>Handles.SetUserNumber()</step>
71.     <step>Handles.ClearSelection()</step>
72.
73.     <!-- create some more playbacks here... -->
74.
75.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
        true)</step>
76.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
77.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:40)</step>
78.     <step>Handles.SetUserNumber()</step>
79.
80.     <step>Handles.ClearSelection()</step>
81.
82.     <!-- Cuelists -->
83.     <!--
        <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback"
        , Playbacks.PlaybackEdit.Handle)</step> -->
84.
85.     <step
        pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
        101)</step>
86.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
87.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:101)</step>
88.     <step>Handles.SetUserNumber()</step>
89.     <step>Handles.ClearSelection()</step>
90.
91.     <step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
92.
93.     <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
        Handle,1)</step>
94.     <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
        aybackEdit.Handle, 1)</step>
95.     <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
        ")</step>
96.     <step>Playbacks.PlaybackEdit.Exit()</step>
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95.
96.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
102)</step>
97.     <step>Handles.SetSourceHandle("PlaybackWindow", 102)</step>
98.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:102)</step>
99.     <step>Handles.SetUserNumber()</step>
100.    <step>Handles.ClearSelection()</step>
101.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=102")</step>
102.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
103.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
104.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.002
")</step>
105.    <step>Playbacks.PlaybackEdit.Exit()</step>
106.
107.    <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
103)</step>
108.    <step>Handles.SetSourceHandle("PlaybackWindow", 103)</step>
109.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:103)</step>
110.    <step>Handles.SetUserNumber()</step>
111.    <step>Handles.ClearSelection()</step>
112.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=103")</step>
113.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
114.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
115.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.003
")</step>
116.    <step>Playbacks.PlaybackEdit.Exit()</step>
117.
118.    <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
104)</step>
119.    <step>Handles.SetSourceHandle("PlaybackWindow", 104)</step>
120.    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:104)</step>
121.    <step>Handles.SetUserNumber()</step>
122.    <step>Handles.ClearSelection()</step>
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123.      <step>Playbacks.Select.EditHandle("cueListHandleUN=104")</step>
124.      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
125.      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
126.      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.004")</step>
127.          <step>Playbacks.PlaybackEdit.Exit()</step>
128.
129.          <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
105)</step>
130.          <step>Handles.SetSourceHandle("PlaybackWindow", 105)</step>
131.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:105)</step>
132.          <step>Handles.SetUserNumber()</step>
133.          <step>Handles.ClearSelection()</step>
134.
      <step>Playbacks.Select.EditHandle("cueListHandleUN=105")</step>
135.
      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
136.
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.PlaybackEdit.Handle, 1)</step>
137.
      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.005")</step>
138.          <step>Playbacks.PlaybackEdit.Exit()</step>
139.
140.          <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
106)</step>
141.          <step>Handles.SetSourceHandle("PlaybackWindow", 106)</step>
142.          <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:106)</step>
143.          <step>Handles.SetUserNumber()</step>
144.          <step>Handles.ClearSelection()</step>
145.
      <step>Playbacks.Select.EditHandle("cueListHandleUN=106")</step>
146.
      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
147.
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
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    aybackEdit.Handle, 1)</step>
148.    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.006
    ")</step>
149.        <step>Playbacks.PlaybackEdit.Exit()</step>
150.
151.        <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    107)</step>
152.        <step>Handles.SetSourceHandle("PlaybackWindow", 107)</step>
153.        <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:107)</step>
154.        <step>Handles.SetUserNumber()</step>
155.        <step>Handles.ClearSelection()</step>
156.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=107")</step>
157.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
158.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
159.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.007
    ")</step>
160.        <step>Playbacks.PlaybackEdit.Exit()</step>
161.
162.        <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    108)</step>
163.        <step>Handles.SetSourceHandle("PlaybackWindow", 108)</step>
164.        <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:108)</step>
165.        <step>Handles.SetUserNumber()</step>
166.        <step>Handles.ClearSelection()</step>
167.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=108")</step>
168.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
169.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
170.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.008
    ")</step>
171.        <step>Playbacks.PlaybackEdit.Exit()</step>
172.
173.        <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    109)</step>
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174.     <step>Handles.SetSourceHandle("PlaybackWindow", 109)</step>
175.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:109)</step>
176.     <step>Handles.SetUserNumber()</step>
177.     <step>Handles.ClearSelection()</step>
178.
<step>Playbacks.Select.EditHandle("cueListHandleUN=109")</step>
179.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
180.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
181.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.009
")</step>
182.     <step>Playbacks.PlaybackEdit.Exit()</step>
183.
184.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
110)</step>
185.     <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
186.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:110)</step>
187.     <step>Handles.SetUserNumber()</step>
188.     <step>Handles.ClearSelection()</step>
189.
<step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
190.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
191.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
192.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.010
")</step>
193.     <step>Playbacks.PlaybackEdit.Exit()</step>
194.
195.     <!-- unassign dummy fixture -->
196.
197.     <step
pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteF
ixtures", true)</step>
198.
<step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
ep>
199.     <step>Handles.ConfirmRelease()</step> <!-- in order to
delete use Handles.ConfirmDelete() -->
```

```
200.      <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixtures", false)</step>
201.
202.      <step><menuLink id="Windows.Playbacks"
203.      stack="mainWindowStack" behaviour="PushOrRaise" /></step>
204.      <step><menuLink id="Windows.Colours" stack="mainWindowStack"
205.      behaviour="PushOrRaise" /></step>
206.
207.      </sequence>
208. </macro>
209. </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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