

Example

Create a mixed colour palette

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description:	create a mixed colour palette based on groups and palettes
remarks:	idea/request by Michiel3000

[create](#), [colour](#), [palette](#)

functions

- [Programmer.Editor.ClearAll](#)
- [Group.RecallGroupNumeric](#)
- [Palette.ApplyPalette](#)
- [ActionScript.SetProperty](#)
- [Palette.StoreCurrentPaletteReplace](#)

affected properties

- [Palette.CurrentPaletteHandle](#)

Code

```
<step>Programmer.Editor.ClearAll()</step>
<step>Group.RecallGroupNumeric(101)</step>
<step>Palette.ApplyPalette("paletteHandleUN=100", false)</step>
<step>Group.RecallGroupNumeric(102)</step>
<step>Palette.ApplyPalette("paletteHandleUN=100", false)</step>
<step>Group.RecallGroupNumeric(103)</step>
<step>Palette.ApplyPalette("paletteHandleUN=101", false)</step>
<step>ActionScript.SetProperty("Palette.CurrentPaletteHandle",
handle:"paletteHandleUN=113")</step>
<step>Palette.StoreCurrentPaletteReplace()</step>
<step>Programmer.Editor.ClearAll()</step>
```

Explanation

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

- `Programmer.Editor.ClearAll` ensure the editor is empty
- one by one various groups are called and a palette is applied:
 - `Group.RecallGroupNumeric` selects a group
 - `Palette.ApplyPalette` applies a palette to the fixtures in this group

- `ActionScript.SetProperty("Palette.CurrentPaletteHandle", handle:...)` selects the palette where the result is to be stored
- `Palette.StoreCurrentPaletteReplace` stores/replaces the target palette
- a final `Programmer.Editor.ClearAll` clears the editor again

How to use it

This is a snippet only - adapt and use it in your own macros.

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

Permanent link:
<https://www.avosupport.de/wiki/macros/example/createmixedcolourpalette?rev=1552213664>

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