Example

Palettes - Fire Quick Palettes and Show Active

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description:	fire some quick palettes and show active state
remarks:	

quick, palette, active

functions

- someusedfunction
- anotherusedfunction
- someusedfunction
- anotherusedfunction

affected properties

- someproperty
- anotherusedproperty

control structures

- step condition

Code

File with macros for some more palettes in two segments here:

firequickpalettes.xml

FireQuickPalettes_example.xml

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

  <macro id="Wiki.Macros.Palettes.FireQuickPaletteInit" name="Init
Palette Vars">
    <description>Initializes variables for other macros.</description>
    <variables>
      <integer id="PaletteRange100" value="100"/>
      <integer id="PaletteRange110" value="110"/>
    </variables>
```

```
  </macro>

  <macro id="Wiki.Macros.Palettes.FireQuickPalette101" name="Fire
QuickPalette 101">
    <description>Fires QuickPalette 101 and shows as
active.</description>
    <active binding="{propertyLink
id='Wiki.Macros.Palettes.FireQuickPaletteInit.PaletteRange100'
converter='Math.EqualityConverter' converterParameter='101'}"/>
    <sequence>
<step>ActionScript.SetProperty.Integer("Wiki.Macros.Palettes.FireQuickP
aletteInit.PaletteRange100", 101)</step>
      <step>Palette.ApplyQuickPalette(userNumber: 101, true)</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

tbd

How to use it

1. make this macro available

tbd

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