

Example

# Flash Fixtures In/Out

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<b>description:</b>	bring selected fixtures to full/0%
<b>remarks:</b>	see explanation below re. caveats of the start/end syntax

There are two potential issues with the start/end-syntax used in this macro:

- this functionality is not supported in the Show Library, thus the macro needs to be moved/copied to another handle
- copying such macros breaks the functionality in versions before v16, hence the macro needs to be **moved** in this case

[Fixtures, Flash](#)

## functions

- [Programmer.Editor.Fixtures.FlashOn](#)
- [Programmer.Editor.Fixtures.FlashOut](#)
- [Programmer.Editor.Fixtures.ClearFlash](#)

## control structures

- [start end](#)

## Code

[FlashFixtures.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.FlashOn" name="Flash On">
    <description>Flashes all selected fixtures.</description>
    <start>
      <step>Programmer.Editor.Fixtures.FlashOn()</step>
    </start>
    <end>
      <step>Programmer.Editor.Fixtures.ClearFlash()</step>
    </end>
  </macro>

  <macro id="Avolites.Macros.FlashOut" name="Flash Out">
    <description>Zeros the intensity of the selected
fixtures.</description>
```

```
<start>  
  <step>Programmer.Editor.Fixtures.FlashOut()</step>  
</start>  
<end>  
  <step>Programmer.Editor.Fixtures.ClearFlash()</step>  
</end>  
</macro>  
  
</avolites.macros>
```

## Explanation

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

- <start>/<end> is used here to make sure this works only as long as the macro is being fired.
- Programmer.Editor.Fixtures.FlashOn() brings the selected fixtures to 100%
- Programmer.Editor.Fixtures.FlashOut() brings the selected fixtures to 0%
- Programmer.Editor.Fixtures.ClearFlash() clears the flash state of the fixtures and brings them back to their previous level.

## How to use it

1. [make this macro available](#)
2. select some fixtures and fire this macro in order to flash them full/out, without putting the value in the programmer

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