

Example

## Masters - Group Masters (snippet)

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<b>description:</b>	Groupmaster control for Groups in the Fixtures and Playbacks workspace

Useful for groups which you don't change that often, which you don't give a real fader and rather use some buttons for just up/down.

[group](#), [master](#), [groupmaster](#), [preset](#), [level](#)

### functions

- [Group.SetGroupFaderLevel](#)

### affected properties

- [Global.PageSwitchAccuracy](#)

There is a file available which has these macros already prepared for groups on preset buttons 1~10:

`adb_groupmaster.xml`

## Code

[groupmaster.xml](#)

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

<!--> Examples for handle 1 in the Fixtures and Playbacks workspace <-
->
    <macro id="adb.macros.GroupMaster1FF" name="adb_Group Master 1
@FF">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0, level:1,
Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
    <macro id="adb.macros.GroupMaster1-50" name="adb_Group Master 1
@50%">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0, level:0.5,
Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
</avolites.macros>
```

```
</macro>
<macro id="adb.macros.GroupMaster1zero" name="adb_Group Master 1
@0">
  <sequence>
    <step>Group.SetGroupFaderLevel("Presets", 0, level:0,
Global.PageSwitchAccuracy)</step>
  </sequence>
</macro>
<macro id="adb.macros.GroupMaster1plus" name="adb_Group Master 1
+10%">
  <sequence>
    <step>Group.SetGroupFaderLevel("Presets", 0,
levelDelta:0.1, Global.PageSwitchAccuracy)</step>
  </sequence>
</macro>
<macro id="adb.macros.GroupMaster1minus" name="adb_Group Master 1
-10%">
  <sequence>
    <step>Group.SetGroupFaderLevel("Presets", 0,
levelDelta:-0.1, Global.PageSwitchAccuracy)</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](#)

`Group.SetGroupFaderLevel` does exactly that: sets a group master to a designated - absolute or relative - level. For more details see [Group.SetGroupFaderLevel](#).

## How to use it

1. [make this macro available](#)
2. create some groups, and copy them to buttons 1~10 in the Fixtures and Playbacks window (this is another window than the Fixtures window! You get it via [Open Workspace Window] [Fixtures and Playbacks]).
3. now, with the macros mapped to buttons, you can control the 'virtual group faders'

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