

# Halve chase speed

<b>by:</b>	Gregory Haynes, Feb 2016
<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=3744#p15848">http://forum.avolites.com/viewtopic.php?f=20&amp;t=3744#p15848</a>
<b>description:</b>	halves currently chase's BPM rate
<b>remarks:</b>	The problem with this code is that it requires the chase to be set as the selected playback in the editor (used for the Edit Times menu). This means that the Playback View which could be showing a cue list switches to show the chase instead, to get around this I have stored the previous selected playback and restore that afterwards but this does cause the display to flicker.

## functions

- ActionScript SetProperty
- ActionScript SetProperty.Float
- SimpleMath

## affected properties

- Handles.SourceHandle
- Playbacks.Editor.SelectedPlayback
- Playbacks.Editor.Times.ChaseSpeed

This macro works perfectly well in Titan 9.1, does misbehave in 10.0 (always sets speed to 0 BPM), and throws an error in 10.1 (variable not registered).

## Code

[halvechasespeed.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <macro name="Chase Speed Half" id="Avolites.Macros.ChaseSpeedHalf">
    <description>Halves the speed of the currently connected
chase.</description>
    <sequence>
      <step>ActionScript SetProperty("Handles.SourceHandle",
Playbacks.Editor.SelectedPlayback)</step>
      <step>ActionScript SetProperty("Playbacks.Editor.SelectedPlayback",
Chases.ConnectedHandle)</step>
      <step>ActionScript SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed",
"Playbacks.Editor.Times.ChaseSpeed / 2)"</step>
      <step
condition="Math.IsLessThan(Playbacks.Editor.Times.ChaseSpeed,
1.0)">ActionScript SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed",
"0.0)"</step>
```

```
<step>ActionScript SetProperty( "Playbacks.Editor.SelectedPlayback" ,  
Handles.SourceHandle)</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](#)

- ActionScript SetProperty("Handles.SourceHandle",  
Playbacks.Editor.SelectedPlayback)  
temporarily stores the currently selected playback into 'Handles.SourceHandle' from where it will be retrieved when the macro is finished, see Gregory's explanation above
- ActionScript SetProperty("Playbacks.Editor.SelectedPlayback",  
Chases.ConnectedHandle)  
this selects the currently connected chaser for editing
- ActionScript SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed",  
Playbacks.Editor.Times.ChaseSpeed / 2)  
sets the speed of the chaser to its half
- <step condition="Math.IsLessThan(Playbacks.Editor.Times.ChaseSpeed,  
1.0)">ActionScript SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed"  
, 0.0)</step>  
if the speed is less than 1.0: sets speed to 0.0
- ActionScript SetProperty("Playbacks.Editor.SelectedPlayback",  
Handles.SourceHandle)  
restores the selected playback from before the macro was run

## How to use it

**This macro works perfectly well in Titan 9.1, does misbehave in 10.0 (always sets speed to 0 BPM), and throws an error in 10.1 (variable not registered).**

- [make this macro available](#)
- with a chase running and connected (Speed and Cross Fade on the wheels), triggering this macro halves the speed of the chase

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/example/halvechasespeed?rev=1511184931>

Last update: **2017/11/20 13:35**

