Example

Inhibit selected fixtures

by:	Sebastian Beutel
published:	here, October 2022
description:	inhibits selected fixtures: sets them @0% and freezes
remarks:	idea by John Richardson, see https://www.facebook.com/groups/Avolites/posts/2641102656021952/

set, dimmer, selected, freeze, clear

functions

- someusedfunction
- anotherusedfunction
- someusedfunction
- anotherusedfunction

affected properties

- someproperty
- anotherusedproperty

control structures

- step condition

Code

InhibitSelectedFixtures.xml

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

<!-- Macros to mimic an inhibit function: fixtures are set to 0% and
then frozen -->
<!-- idea by John Richardson -->
<!-- Sebastian Beutel, October 2022 -->
<!-- https://www.facebook.com/groups/Avolites/posts/2641102656021952/ -
->

<avolites.macros>

  <macro id="Wiki.Macros.InhibitSelectedFixtures" name="Inhibit
Selected Fixtures">
    <description>Inhibit On.</description>
    <sequence>
```

```
        <step>Programmer.Editor.Fixtures.IncrementDimmer(-10000, 1.0,
true)</step>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
.Handles, True)</step>
        <step>Programmer.Editor.ClearAll(false, false)</step>
    </sequence>
  </macro>

  <macro id="Avolites.Macros.UninhibitSelectedFixtures" name="Uninhibit
Selected Fixtures">
    <description>Inhibit Off</description>
    <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
.Handles, False)</step>
        <step>Programmer.Editor.ClearAll(false, false)</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