

Example

Cuelist - Fire specific cue

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description:	jump to a specific cue within a cuelist go , cuelist , cue

These macros are just an addition to the factory macro "Go To My Cue 1".

functions

- [CueLists.SetNextCue](#)
- [CueLists.Play](#)

Code

[gotomycue.xml](#)

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

  <macro id="adb.Macros.GotoMyCue50" name="Goto My Cue 50">
    <sequence>
      <step>CueLists.SetNextCue(this,50.0)</step>
      <step>CueLists.Play(this)</step>
    </sequence>
  </macro>
  <macro id="adb.Macros.GotoMyCue100" name="Goto My Cue 100">
    <sequence>
      <step>CueLists.SetNextCue(this,100.0)</step>
      <step>CueLists.Play(this)</step>
    </sequence>
  </macro>
  <macro id="adb.Macros.GotoMyCue200" name="Goto My Cue 200">
    <sequence>
      <step>CueLists.SetNextCue(this,200.0)</step>
      <step>CueLists.Play(this)</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](#)

- `CueLists.SetNextCue` selects a specific cue as next cue
- `CueLists.Play(this)` advances cue list
- `(this)` references to the cue list the macro is triggered from

How to use it

1. [make this macro available](#)

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

Permanent link:
<https://www.avosupport.de/wiki/macros/example/jumptocue?rev=1577150293>

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