Example

Cuelist - Fire specific cue

by:	Alex del Bondio, Dec 2019
published:	here
description:	jump to a specific cue within a cuelist

go, cuelist, cue

These macros a 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 cuelist
- `(this)` references to the cuelist 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

Last update: **2019/12/24 01:18**