

Example

# Lock Console

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<b>description:</b>	locks the desk
<b>remarks:</b>	put your own unlock code into the macro

[lock](#)

## functions

- [System.LockConsole](#)

## Code

[LockConsole.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
<!-- M-V Rental 12/07/2017 created by Mike Vandevooort -->
<macro id="Avolites.Macros.LockConsole" name="LockConsole">
  <sequence>
    <step pause="0.01">
      <!-- change 1009 with the lock code that you want -->
      System.LockConsole("1009")
    </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](#)

This macros uses the system function System.LockConsole() to lock the console. There are two reasons why this may come in very handy:

- it is much quicker than the built-in menu: if you assign this macro to a button, you just need to click/press this button to lock the console
- if you have ever fat-fingered the console: with this macro you can be sure to always use the correct unlock code

## How to use it

1. replace 1009 with your own unlock code
2. [make this macro available](#)

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