

Example

Move (Copy) Handle

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description:	Move a handle to a new location
remarks:	works for copy as well

[move](#), [copy](#), [handle](#)

functions

- [Handles.SetSourceHandleFromHandle](#)
- [ActionScript.SetProperty](#)
- [Handles.CopyDestination](#)
- [Handles.ClearSelection](#)

affected properties

- [Handles.OperationMode](#)
- [Handles.SourceHandle](#) (*implicitly used*)

Code

[copyhandle.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 id="Avolites.Macros.CopyChase22" name="Copy Chase 22">
    <description></description>
    <sequence>
      <step
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=22")</ste
p>
      <step
pause="0.01">ActionScript.SetProperty.Enum("Handles.OperationMode",
"move")</step>
      <step pause="0.01">Handles.CopyDestination("Playbacks", 7)</step>
      <step pause="0.01">Handles.ClearSelection()</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](#)

- `Handles.SetSourceHandleFromHandle` sets the item which is going to be moved as source
- `ActionScript.SetProperty.Enum("Handles.OperationMode", "move")` defines tis operation to be a move (can be "copy" as well)
- `Handles.CopyDestination` does the copy/move job
- `Handles.ClearSelection` clears the selection (the source handle)

Another way to set the source handle is using [Handles.SetSourceHandle](#):

```
<step pause="0.01">Handles.SetSourceHandle("PlaybackWindow", 62)</step>
```

see <http://forum.avolites.com/viewtopic.php?f=20&t=5545#p20145>

How to use it

This is not that much useful as stand-alone macro, however it might be a building block for a bigger macro.

From:

<https://www.avolites.de/wiki/> - **Avolites-Wiki**

Permanent link:

<https://www.avolites.de/wiki/macros/example/movehandle>

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