Example

Palette - Set Master Overlap

by:	in factory macros
description:	sets palette master overlap
remarks:	listed here as example for active binding

palette, master, overlap, busking

functions

- ActionScript.SetProperty.Float

affected properties

- Palette.MasterOverlap

specials

- Active Binding

Code

This is part of the factory macros. Palette Master Overlap and Palette Master Fade Times macros have been extracted and put in this file:

macro_overlap.xml

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

  <macro id="Avolites.Macros.PaletteOverlap50">
    <name>Palette Overlap 50%</name>
    <description>Set master palettes overlap to 50%.</description>
    <active binding="{propertyLink id='Palette.MasterOverlap'
      converter='Math.EqualityConverter'
      converterParameter='0.5'}" />
    <sequence>
      <step
pause="0">ActionScript.SetProperty.Float("Palette.MasterOverlap",0.5)</step>
    </sequence>
  </macro>

</avolites.macros>
```

Explanation

This macro sets the property `Palette.MasterOverlap` to 50%. To do so manually you'd press `<Palette>` `[Master Overlap = ]` and enter a value.

How to use it

make this macro available

It might be useful for busking to put some of the related macros, e.g. Overlap 100%/50%/0% on adjacent handles. Due to active binding they show which value overlap is currently set to.

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https://www.avosupport.de/wiki/macros/example/palettemasteroverlap

Last update: **2019/05/05 12:07**