

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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