

Example

Park/Restore/Swop Programmer

by:	Sebastian Beutel, June 2018
published:	here
description:	Emulate dual programmer: - park programmer - restore programmer - swop programmer

[park](#), [restore](#), [swop](#), [programmer](#)

functions

- [Handles.SetSourceHandle](#)
- [Handles.ConfirmDelete](#)
- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Enum](#)
- [Playbacks.StoreCue](#)
- [Programmer.Editor.Clear](#)
- [Handles.SetUserNumber](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)
- [Include.SelectPlayback](#)
- [Handles.CopyDestination](#)

affected properties

- [Expert.RecordPlayback.RecordMode.ModeOnEnter](#)
- [Playbacks.RecordMode](#)
- [Handles.CurrentUserNumber](#)
- [Handles.PendingLegend](#)
- [Handles.OperationMode](#)

Code

[ParkRestoreProgrammer.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
<!-- Macros to emulate a second programmer - you can store the current
programmer,
      retrieve it again, and swop between the current and the stored
programmer -->
<!-- As Playbacks.StoreCue() always writes on the current page in the
referenced handle group,
      I chose the Macro window to store these special playbacks. -->
```

```
<!-- Sebastian Beutel, 27-06-2018 -->

<!-- Store programmer into a cue -->
<macro id="SB.Macros.Programmer.Park" name="SB Park Programmer">
  <description>Park Programmer to a playback</description>
  <sequence>
    <!-- store current programmer to playback #1000 -->
    <step>Handles.SetSourceHandle("Macros", 1000)</step>
    <step>Handles.ConfirmDelete()</step>
  <step>ActionScript.SetProperty("Expert.RecordPlayback.RecordMode.ModeOnEnter", Playbacks.RecordMode)</step>
    <step>ActionScript.SetProperty.Enum("Playbacks.RecordMode", "RecordCueModeProgrammer")</step>
    <step>Playbacks.StoreCue("Macros", 1000, false)</step>
    <step>Programmer.Editor.Clear(255, true, false, 0)</step>
    <step>ActionScript.SetProperty("Playbacks.RecordMode", Expert.RecordPlayback.RecordMode.ModeOnEnter)</step>

    <!-- set usernumber and legend -->
    <step>Handles.SetSourceHandle("Macros", 1000)</step>
    <step>ActionScript.SetProperty("Handles.CurrentUserNumber", userNumber:10000)</step>
    <step>Handles.SetUserNumber()</step>
    <step>ActionScript.SetProperty("Handles.PendingLegend", "Parked Programmer")</step>
    <step>Handles.SetLegend()</step>
    <step>Handles.ClearSelection()</step>
  </sequence>
</macro>

<!-- Retrieve programmer from a cue -->
<macro id="SB.Macros.Programmer.Restore" name="SB Restore Programmer">
  <description>Restore Programmer from a playback</description>
  <sequence>
    <step>Programmer.Editor.Clear(255, true, false, 0)</step>
    <step>Include.SelectPlayback("Macros", 1000)</step>
  </sequence>
</macro>

<!-- Swop programmer with previously parked programmer -->
<macro id="SB.Macros.Programmer.Swop" name="SB Swop Programmer">
  <description>Swop programmer with previously parked programmer</description>
  <sequence>
    <!-- store current programmer to playback #1001 -->
    <step>Handles.SetSourceHandle("Macros", 1001)</step>
    <step>Handles.ConfirmDelete()</step>
  <step>ActionScript.SetProperty("Expert.RecordPlayback.RecordMode.ModeOnEnter", Playbacks.RecordMode)</step>
</macro>
```

```

    <step>ActionScript.SetProperty.Enum("Playbacks.RecordMode",
"RecordCueModeProgrammer")</step>
    <step>Playbacks.StoreCue("Macros", 1001, false)</step>
    <step>ActionScript.SetProperty("Playbacks.RecordMode",
Expert.RecordPlayback.RecordMode.ModeOnEnter)</step>

    <!-- load previous programmer from playback #1000 -->
    <step>Programmer.Editor.Clear(255, true, false, 0)</step>
    <step>Include.SelectPlayback("Macros", 1000)</step>

    <!-- delete playback #1000, move playback #1001 to #1000 -->
    <step>Handles.SetSourceHandle("Macros", 1000)</step>
    <step>Handles.ConfirmDelete()</step>
    <step>Handles.SetSourceHandle("Macros", 1001)</step>
    <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
"move")</step>
    <step>Handles.CopyDestination("Macros", 1000)</step>
    <step>Handles.ClearSelection()</step>

    <!-- set usernumber and legend -->
    <step>Handles.SetSourceHandle("Macros", 1000)</step>
    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:10000)</step>
    <step>Handles.SetUserNumber()</step>
    <step>ActionScript.SetProperty("Handles.PendingLegend", "Parked
Programmer")</step>
    <step>Handles.SetLegend()</step>
    <step>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](#)

The macro **SB Park Programmer** parks the current contents of the programmer into a cue playback (group Macros, index 1000):

- the playback is deleted (just in case)
- the current Record mode ist stored in a property, and Record mode set to 'Programmer'
- the programmer is stored into that cue, and then cleared
- the Record mode is restored to what it was before storing the cue, from the temporary property
- finally, usernumber is set to 10000, the legend is set to 'Parked Programmer', and the selection is cleared.

The macro **SB Restore Programmer** restores the programmer from the temp playback:

- the programmer is cleared
- the temp cue is included

The macro **SB Swop Programmer** swops the programmer with the temp cue:

- the current programmer is stored into a cue playback (Macros 1001), see above
- the programmer is cleared and the 'old' temp cue is included (see above)
- the old temp cue is deleted and the new one moved to replace the old one
- finally, usernumber is set to 10000, the legend is set to 'Parked Programmer', and the selection is cleared.

How to use it

1. [make this macro available](#)
2. put the macros onto easy-to-reach buttons to quickly juggle with your programmer - very helpful for complex programming tasks.

From:
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://www.avosupport.de/wiki/macros/example/parkprogrammer?rev=1537116973>

Last update: **2018/09/16 16:56**

