

Example

# Quick-Create groups

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<b>description:</b>	quickly create groups with necessary parameter in one go
<b>remarks:</b>	with kind support by Gregory Haynes

[quick](#), [create](#), [quickcreate](#), [groups](#)

Usually when storing new groups you need to do several steps: [store the group](#) which creates it in the show library, [move it](#) to the location where you want it, and [set its legend](#). Using quickcreate you can do all in one go: create the group with the legend you want in the location you want. Also pay attention to the function [Handles.CreateHandleReference](#) which creates a reference to a not-yet existing handle. on the contrary something like `Group.QuickCreateGroup("Location=Groups,1,10", userNumber:10, "Group 10", 0)` would throw an error and would not work as currently no handle exists with this location.

## functions

- [Group.RecallGroup](#)
- [UserMacros.RecallMacroById](#)
- [Group.QuickCreateGroup](#)
- [Handles.CreateHandleReference](#)
- [Programmer.Editor.Clear](#)

## affected properties

- [Attribute.Mask.Clear.Value](#)
- [Programmer.Editor.Fixtures.Clear.Presets](#)
- [Expert.ClearMenu.FadeTime](#)

## Code

[QuickCreateGroups.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.QuickCreateGroups" name="QuickCreate Groups">
    <sequence>

      <!-- Select group 1, pattern even. Save with Usernumber 10 -->
      <step>Group.RecallGroup(userNumber: 1)</step>
      <step
pause="0.001">UserMacros.RecallMacroById("Avolites.Macros.PatternSelect
ion.Odd")</step>
```

```
<step>Group.QuickCreateGroup(Handles.CreateHandleReference("Groups", 1,
10), userNumber:10, "Group 10", 0)</step>
  <step
pause="0.01">Programmer.Editor.Clear(Attribute.Mask.Clear.Value,
Programmer.Editor.Fixtures.Clear.Presets, false,
Expert.ClearMenu.FadeTime)</step>

  <!-- Select group 1, pattern even. Save with Usernumber 11 -->
  <step>Group.RecallGroup(userNumber: 1)</step>
  <step
pause="0.001">UserMacros.RecallMacroById("Avolites.Macros.PatternSelect
ion.Even")</step>
<step>Group.QuickCreateGroup(Handles.CreateHandleReference("Groups", 1,
11), userNumber:11, "Group 11", 0)</step>
  <step
pause="0.001">Programmer.Editor.Clear(Attribute.Mask.Clear.Value,
Programmer.Editor.Fixtures.Clear.Presets, false,
Expert.ClearMenu.FadeTime)</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](#)

- `Group.RecallGroup(userNumber: 1)` selects group 1
- `UserMacros.RecallMacroById("Avolites.Macros.PatternSelection.Odd")` selects the odd fixtures only
- `Group.QuickCreateGroup(Handles.CreateHandleReference("Groups", 1, 10), userNumber:10, "Group 10", 0)` does the heavy lifting here: it creates the new group
  - on button 11 on page 2 of the groups window, as denoted by `Handles.CreateHandleReference("Groups", 1, 10)` (we need to use this to create a reference to a not-yet existing handle)
  - with userNumber 10
  - with the legend "Group 10"
  - the function also allows to set the icon if you know its Titan Id
- `Programmer.Editor.Clear` simply clears the selection (a quicker way would be `Programmer.Editor.ClearAll(true, true)` while `Handles.ClearSelection()` would not work as selecting fixtures to create a group is a programmer operation)

## How to use it

1. [make this macro available](#)
2. this is probably more suitable as part of setup macros to quickly create the groups you like in a

new show

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