

Example

Patch - Repatch Selected Fixtures

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description:	repatch selected fixtures to another DMX address
remarks:	idea by Daniel Dai

[Patch](#), [Repatch](#), [Fixtures](#)

functions

- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [Patch.Repatch.SetDmxAddressesFromSelectedFixture](#)
- [Patch.SetCurrentDmxAssignment](#)
- [ActionScript.SetProperty.Enum](#)
- [Patch.Repatch.RepatchSelectedFixtures](#)
- [Handles.ClearSelection](#)
- [Programmer.Editor.ClearAll](#)

affected properties

- [Windows.PatchView.Handles](#)
- [Patch.Repatch.BunchUp](#)
- [Patch.CurrentDmxAssignment](#) (set inherently)

Code

[RepatchSelectedFixtures.xml](#)

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

<!-- repatches all selected fixtures to line 42 channel 1 onwards -->

    <macro id="Avolites.Macros.Repatch.Universe42" name="Repatch to
Universe 42">
        <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Handles.SetSourceHandleRangeFromHandles(Windows.PatchView.Handles
, true)</step>
        <step>Patch.Repatch.SetDmxAddressesFromSelectedFixture()</step>
        <step>Patch.SetCurrentDmxAssignment(42.1)</step>
        <step>ActionScript.SetProperty.Enum("Patch.Repatch.BunchUp",
```

```
"BunchUp")</step>
  <step>Patch.Repatch.RepatchSelectedFixtures(true)</step>
  <step>Handles.ClearSelection()</step>
  <step>Programmer.Editor.ClearAll(false, false)</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](#)

- `Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView.Handles")` and `Handles.SetSourceHandleRangeFromHandles(Windows.PatchView.Handles, true)` make sure the repatch is performed with the currently selected fixtures
- `Patch.Repatch.SetDmxAddressesFromSelectedFixture()` sets the current properties (DMX line and channel)
- `Patch.SetCurrentDmxAssignment(42.1)` defines the new address (e.g. the first address where the fixtures are supposed to be repatched to)
- `ActionScript.SetProperty.Enum("Patch.Repatch.BunchUp", "BunchUp")` sets the repatch mode
- `Patch.Repatch.RepatchSelectedFixtures(true)` performs the actual repatch, 'true' enforces to park conflicting fixtures
- `Handles.ClearSelection()` and `Programmer.Editor.ClearAll(false, false)` nullify the current selection

How to use it

1. you may alter the target address (42.1) to your liking
2. [make this macro available](#)
3. if you need to quickly repatch some fixtures, select them and fire this macro

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