Example

Patch - Repatch Selected Fixtures

by:	Sebastian Beutel, help by Gregory Haynes
published:	here - April 2025
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

tbd

How to use it

1. make this macro available

tbd

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

Permanent link:
https://www.avosupport.de/wiki/macros/example/repatchselectedfixtures?rev=1745908201

Last update: **2025/04/29 06:30**