

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**

