

Example

# Set chase speed

<b>by:</b>	Kim Wida, February 2018
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<b>description:</b>	set some chases' speed
<b>remarks:</b>	

[chase](#), [playback](#), [speed](#)

## functions

- [ActionScript.SetProperty](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)

## affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.PlaybackSpeed](#)
- [Handles.PendingLegend](#)

## Code

[0.6sec.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Change_06_Speed">
    <name>0.6 sec</name>
    <sequence>
      <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlaybac
k", handle:"chaseHandleUN=17589")</step>
      <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackS
peed", 100.0)</step>
      <!-- add some more chase playbacks here -->
      <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlaybac
k", handle:"chaseHandleUN=19159")</step>
      <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackS
peed", 100.0)</step>
```

```
<step
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=1049")</s
tep>
<step
pause="0.01">ActionScript.SetProperty("Handles.PendingLegend", "Speed
200%")</step>
<step pause="0.01">Handles.SetLegend()</step>
<step pause="0.01">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](#)

- `ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", handle:"chaseHandleUN=17589")` selects distinct chase playbacks identified by their user number
- `ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackSpeed", 100.0)` sets a certain speed for the selected chase. It seems that the actual speed is calculated on a basis of 3,600 BPM: setting the chase speed property to 100 effectively sets it to 100 BPM = 0.6s, setting a chase speed to 50 sets it to 50 BPM = 1.2s.
- `Handles.SetSourceHandleFromHandle("chaseHandleUN=1049")` selects another playback to set its legend
- `ActionScript.SetProperty("Handles.PendingLegend", "Speed 200%")` sets this handle's legend as indicator for the current setting

## How to use it

1. [make this macro available](#)
2. maybe create some macros with various speed settings
3. make sure your chases have the correct user numbers
4. fire the macros to set specific speeds

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/example/setchasespeed?rev=1536417573>

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