

Example

## Legend - Set a chase cue's legend

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<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=5554">http://forum.avolites.com/viewtopic.php?f=20&amp;t=5554</a>
<b>description:</b>	Change a chase cue's legend to show a specific profile ID
<b>remarks:</b>	In its form it is of almost no practical use, but an example of how to get some information (in that case: the profile ID) displayed.

[chase](#), [cue](#), [legend](#), [profile](#), [cast](#)

### functions

- [Playbacks.SetCueLegend](#)
- [Math.ToString](#)
- [Profiles.GetHandleProfileId](#)

### Code

[setLegendToProfileId.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <macro name="" id="">
    <description></description>
    <sequence>
      <step>Playbacks.SetCueLegend(handle:"chaseHandleUN=10555", 1,
Math.ToString
(Profiles.GetHandleProfileId(handle:"chaseHandleUN=10555"))</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](#)

As stated above this example is of limited use for operating Titan but helps you get the ID of the profile. This ID is an int number, identifying the assigned key profile on that handle. Usually this is dealt with strictly internally. this macro was written in order to get the profile ID out.

- `Profiles.GetHandleProfileId(handle:"chaseHandleUN=10555")` returns the ID of the assigned key profile

- `Math.ToString()` converts this ID, which is an integer number, to a string which can then be assigned as legend
- `Playbacks.SetCueLegend(handle:"chaseHandleUN=10555", 1,...)` sets this string as legend for cue #1 of a specific chase

## How to use it

1. edit to meet your needs (or set a chaser to userNumber 10555) and [make this macro available](#)
2. call this macro to retrieve the profile ID of this specific chase, which will be displayed as legend for its cue #1

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

Permanent link:

<https://www.avosupport.de/wiki/macros/example/setcuelegend?rev=1556364553>

Last update: **2019/04/27 11:29**

