

Example

# Playback - Set playback cue's fade-in time

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<b>description:</b>	Set a playback cue's fade-in time
<b>remarks:</b>	

This is also an example how `time:x` is parsed into a time value.

See also <http://forum.avolites.com/viewtopic.php?f=20&t=5790>.

[cue](#), [cuelist](#), [fade-in](#), [time](#)

## functions

- [ActionScript.SetProperty](#)
- [Playbacks.Editor.CueSelection.SelectCueByNumber](#)

## affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.CueFadeInTime](#)

## Code

[SetCueFadeInTime.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.CueFadeintime3" name="Cue Fade-In Time 3s">
    <sequence>
      <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
        handle:"Location=Playbacks,1,1")</step>
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=
        Playbacks,1,1", 3)</step>
      <step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
        time:2.5)</step>
    </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:"Location=Playbacks,1,1")` selects a particular playback based on its [Location](#)
- `Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=Playbacks,1,1", 3)` selects a particular cue of a playback and brings it into the editor
- `ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime", time:2.5)` finally sets the fade-in time to the value. `time:2.5` tells the parser what to do with the number 3, i.e. parse it as time value.

## How to use it

- [make this macro available](#)
- while it's well possible to create some macros to set some playbacks to a given fade-in time, it does make more sense to integrate this into a bigger context like [Create Workspaces](#) in order to setup a known show environment.

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