Example

Playback - Set FX Multiplier

by:	Sebastian Beutel
published:	April 2020
description:	Set a playback's Fx Multiplier
remarks:	see also Playback - Set fade-in time

playback, fx, multiplier

functions

- Handles.ClearSelection
- ActionScript.SetProperty.Double
- Playbacks.Editor.EnsurePlaybackCueSelected
- Math.Cast.ToDouble

affected properties

- Playbacks.Editor.SelectedPlayback
- Handles.SourceHandle
- Playbacks.Editor.Times.CueSpeedMultiplier

control structures

- step condition

Code

SetPBFxMultiplier025.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.SpeedMultiplier.025" name="Speed Multiplier
/4">
    <sequence>
      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty.Double("Playbacks.Editor.Times.CueSpeedM
```

```
ultiplier", Math.Cast.ToDouble(0.25))</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 1)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty.Double("Playbacks.Editor.Times.CueSpeedM
ultiplier", Math.Cast.ToDouble(0.25))</step>

      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
null)</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

- The first and last two lines `Handles.ClearSelection()` and `ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", null)` make handle and playback selection empty so that no other handle/playback is affected by accident.
- `Handles.SetSourceHandle("PlaybackWindow", 0)` selects a playback as source handle
- `<step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">`: only if this is a cue playback handle (and not maybe a macro or group handle which would break the macro)...
- ... `ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Handles.SourceHandle)` derive the playback from the given handle (the playback holds the time, not the handle)
- `Playbacks.Editor.EnsurePlaybackCueSelected()` is required for single-cue playbacks to make sure the cue itself is selected/in the editor
- `ActionScript.SetProperty.Double("Playbacks.Editor.Times.CueSpeedMultiplier", Math.Cast.ToDouble(0.25))` finally sets the multiplier to the desired value which needs to be a double, hence the value is cast with `Math.Cast.ToDouble(0.25)`.

How to use it

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