

Example

Set Playback's Shape Spread

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description:	change some playback's shape spread
remarks:	

[playback](#), [shape](#), [spread](#), [include](#), [blind](#)

functions

- [ActionScript.SetProperty.Boolean](#)
- [Programmer.SetBlindMode](#)
- [Include.SelectPlaybackHandle](#)
- [ActionScript.SetProperty.Integer](#)
- [Playbacks.MergePlaybackCue](#)
- [Programmer.Editor.Clear](#)

affected properties

- [Programmer.BlindActive](#)
- [Editor.Shapes.Spread](#)

A longer file, with entries for more playbacks, is available here:

[fx-move-spread-1.xml](#)

Code

[setplaybackspread.xml](#)

```
<?xml version="1.0" encoding="UTF-8"?>
<avolites.macros>

  <macro id="FX.Move.Spread.1" name="FX Move Spread 1">
    <description>set effect spread to 1</description>
    <sequence>

      <step>ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step>
      <step>Programmer.SetBlindMode(false, 0)</step>

    <!-- Spot -->

    <step>Include.SelectPlaybackHandle("Location=PlaybackWindow,1,1")</step>
  </macro>
</avolites.macros>
```

```
>
<step>ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)</step>
  <step>Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,1",
true)</step>
  <step>Programmer.Editor.Clear(128, true, false, 0)</step>

<step>Include.SelectPlaybackHandle("Location=PlaybackWindow,1,2")</step>
>
<step>ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)</step>
  <step>Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,2",
true)</step>
  <step>Programmer.Editor.Clear(128, true, false, 0)</step>

  <!-- add steps for other playbacks here... -->

  <step>ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step>
  <step>Programmer.SetBlindMode(false, 0)</step>

</sequence>
</macro>

<!-- Add macros for different spreads here... -->

</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

The whole workload is done in blind mode, thus the first and last two steps enter and exit blind mode, as outlined in [Blind Mode On/Off](#). Once in blind mode, the playback is included, the shape spread set, and the programmer merged into the playback:

- `Include.SelectPlaybackHandle("Location=PlaybackWindow,1,1")` includes a playback selected by its location
- `ActionScript.SetProperty.Integer('Editor.Shapes.Spread',1)` sets the spread value (here: 1)
- `Playbacks.MergePlaybackCue("Location=PlaybackWindow,1,1", true)` merges the programmer back into the playback
- `Programmer.Editor.Clear(128, true, false, 0)` clears the programmer using a mask (128 is the FX attribute bank)

How to use it

- [make this macro available](#)
- stick to a scheme of always using particular playback handles, as only these handles will be affected by this macro
- call the macro to quickly set a shape spread

From:

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

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