

Example

# Set Wheel Mode

<b>by:</b>	Sebastian Beutel, July 2021
<b>published:</b>	here
<b>description:</b>	macros to directly set the wheel mode (level/fade/delay/visualiser)
<b>remarks:</b>	idea: Ntokozo Mandla Mahlangu, see <a href="https://www.facebook.com/groups/Avolites/posts/2257625777702977/">https://www.facebook.com/groups/Avolites/posts/2257625777702977/</a>

[wheels](#), [wheelmode](#), [visualiser](#)

## functions

- [ActionScript.SetProperty.Enum](#)

## affected properties

- [Programmer.Editor.Fixtures.WheelsControlAttribute](#)

## control structures

- [Active Binding](#)
- [Math.EnumAsStringEqualityConverter](#)

## Code

[SetWheelMode.xml](#)

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

<!-- Macros to directly set the wheel mode -->
<!-- idea: Ntokozo Mandla Mahlangu -->
<!-- https://www.facebook.com/groups/Avolites/posts/2257625777702977/ -
->
<!-- Sebastian Beutel, July 2021 -->

    <macro id="Wiki.Macros.SetWheelsLevel" name="Set Wheels=Level">
        <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
converter='Math.EnumAsStringEqualityConverter'
converterParameter='Level'}"/>
        <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute","Level")</step>
        </sequence>
```

```
</macro>

<macro id="Wiki.Macros.SetWheelsFade" name="Set Wheels=Fade Time">
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
  converter='Math.EnumAsStringEqualityConverter'
  converterParameter='Fade'}"/>
  <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute", "Fade")</step>
  </sequence>
</macro>

<macro id="Wiki.Macros.SetWheelsDelay" name="Set Wheels=Delay Time">
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
  converter='Math.EnumAsStringEqualityConverter'
  converterParameter='Delay'}"/>
  <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute", "Delay")</step>
  </sequence>
</macro>

<macro id="Wiki.Macros.SetWheelsVisualiser" name="Set
Wheels=Visualiser">
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.WheelsControlAttribute'
  converter='Math.EnumAsStringEqualityConverter'
  converterParameter='Visualiser'}"/>
  <sequence>
<step>ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsC
ontrolAttribute", "Visualiser")</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 main thing is just the line `ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.WheelsControlAttribute", "...")` which sets Titan's property to the value you want (here: Level, Fade, Delay, or Visualiser).

Additionally the [Active Binding](#) part is used to highlight the currently selected option for better overview.

## How to use it

1. [make this macro available](#)
2. copy the macros to some easy-to-reach buttons. This makes it easier to toggle between visualiser and level, instead of repeatedly pressing the menu button.

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