Types/Object

Leveladjust

This is an object type of data used to define a level change: absolutely (i.e. which level it shall be), or relatively (how much it shall be changed). There are three main settings for this:

- Delta: The new value should be added to the current value of the item you are changing.
- LevelMatch: The new value should replace the old value providing the level has been matched (like with faders after changing pages).
- Absolute: The new value should be set regardless of the old value.

By default the software will treat an float as an absolute value, this should be expressed as a value between 0 and 1. You can also as of v10.1 use the cast parameters to force the value to be treated as an absolute level (e.g. “level:0.5”) or a delta (e.g. “levelDelta:-0.1”). There are also three functions in Math that can allow you to create these which are: DeltaAdjust, LevelMatchAdjust and AbsoluteAdjust.

(description by Gregory)

Examples

from Masters - Group Masters:

absolute level

```
  <step>Group.SetGroupFaderLevel("Presets", 0, level:0.5,
Global.PageSwitchAccuracy)</step
```

This sets a level (here: of a group master) to 50%.

relative change

```
  <step>Group.SetGroupFaderLevel("Presets", 0, levelDelta:0.1,
Global.PageSwitchAccuracy)</step>
```

This raises a level (here: of a group master) by 10%.

Also used in

- Playback - Fire/Release Playbacks from Usernumber
- Group.SetGroupFaderLevel
- Playbacks.FirePlaybackAtLevel
- Playbacks.SetPlaybackLevel
- Object

- Types

From:
https://www.avosupport.de/wiki/ - **AVOSUPPORT**

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