Hey!
This is the README

This Macro will create the Sequences and Macros from colour presets that can be used for a colour layout view. Essentially interactable buttons that trigger certain cues in certain sequences.

Just import the Macro and run it. A couple of prompts will pop up where youre asked to:

1. Set the Color pool start ID
This is the point in the color pool from where the colours you want as buttons start from.

2. Choose how many colors you have
This is how many colours you want starting from the first ID, including the first.

3. Set the Group pool start ID
the point in the Group pool where the groups you want the colours for start from.

4. Choose how many groups you have
How ever many, including the first, groups you want the colours for.

5. The Sequence pool start ID*
From which point in the Sequence pool to start creating the sequences in.
NOTE! Make sure there's enough space for the upcoming sequences, or data may get written into already existing sequences!

6. Macro pool start ID*
From which point in the Sequence pool to start creating the sequences in.
NOTE! Make sure there's enough space for the upcoming Macros as the ones in the way will get overwritten!

7. Appearance pool start ID*
From which point in the appearance pool to start assigning the appearances from.
Note.. The order of the colours has to be the same as the presets.

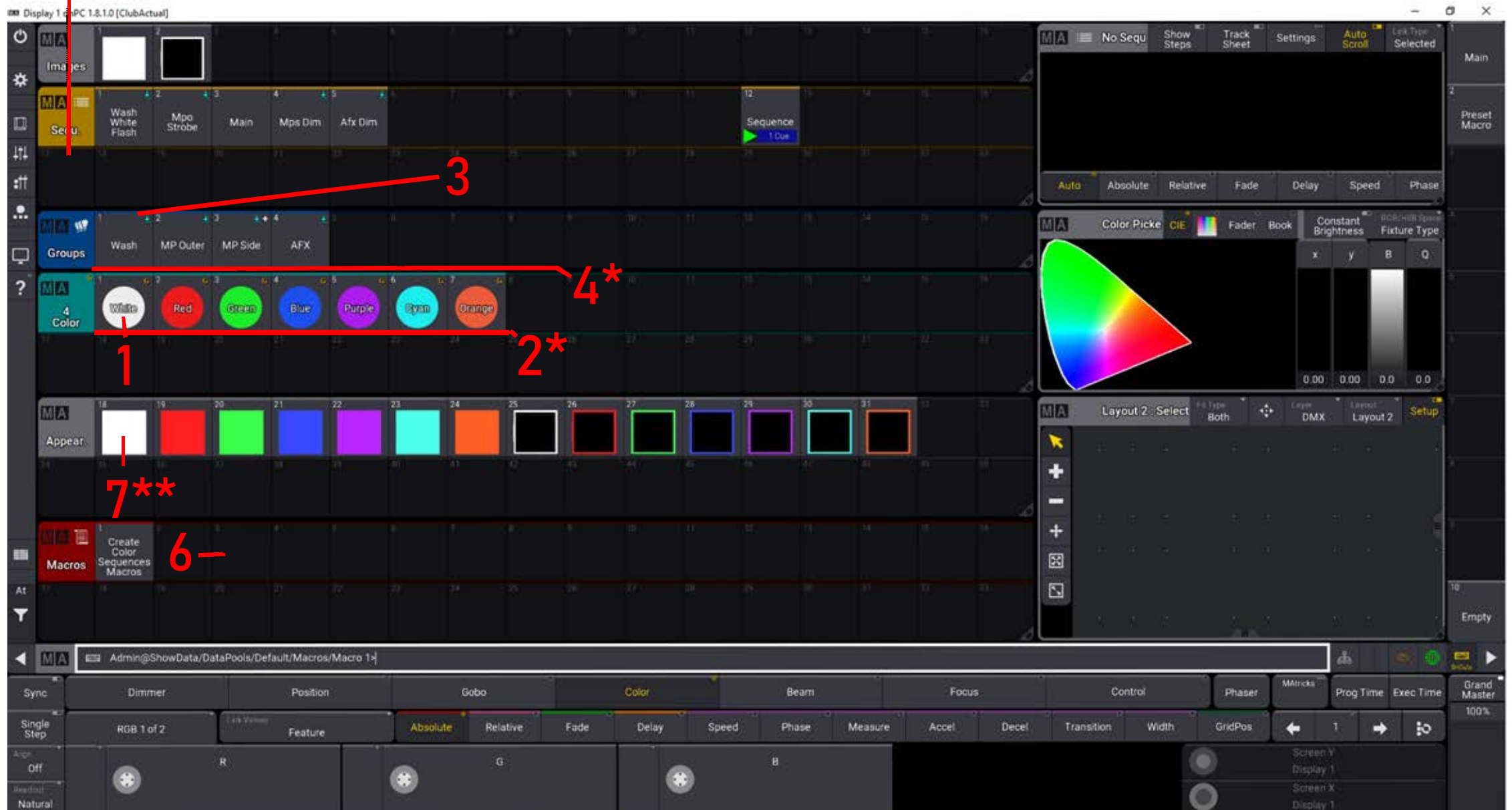*Do not move objects related to these, as it will break the buttons.

See picture on the next page!

For example:

Running the Macro with the aftermentioned setting yields this result
(Excluding the layout view, that I did myself afterwards)

Three new sequences were created, 17 thru 19
And the new macros are 3 thru 23

Note how the macros are named.
The first number indicates which Sequence it controls and the second number which cue it triggers.