

# 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 you're 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.

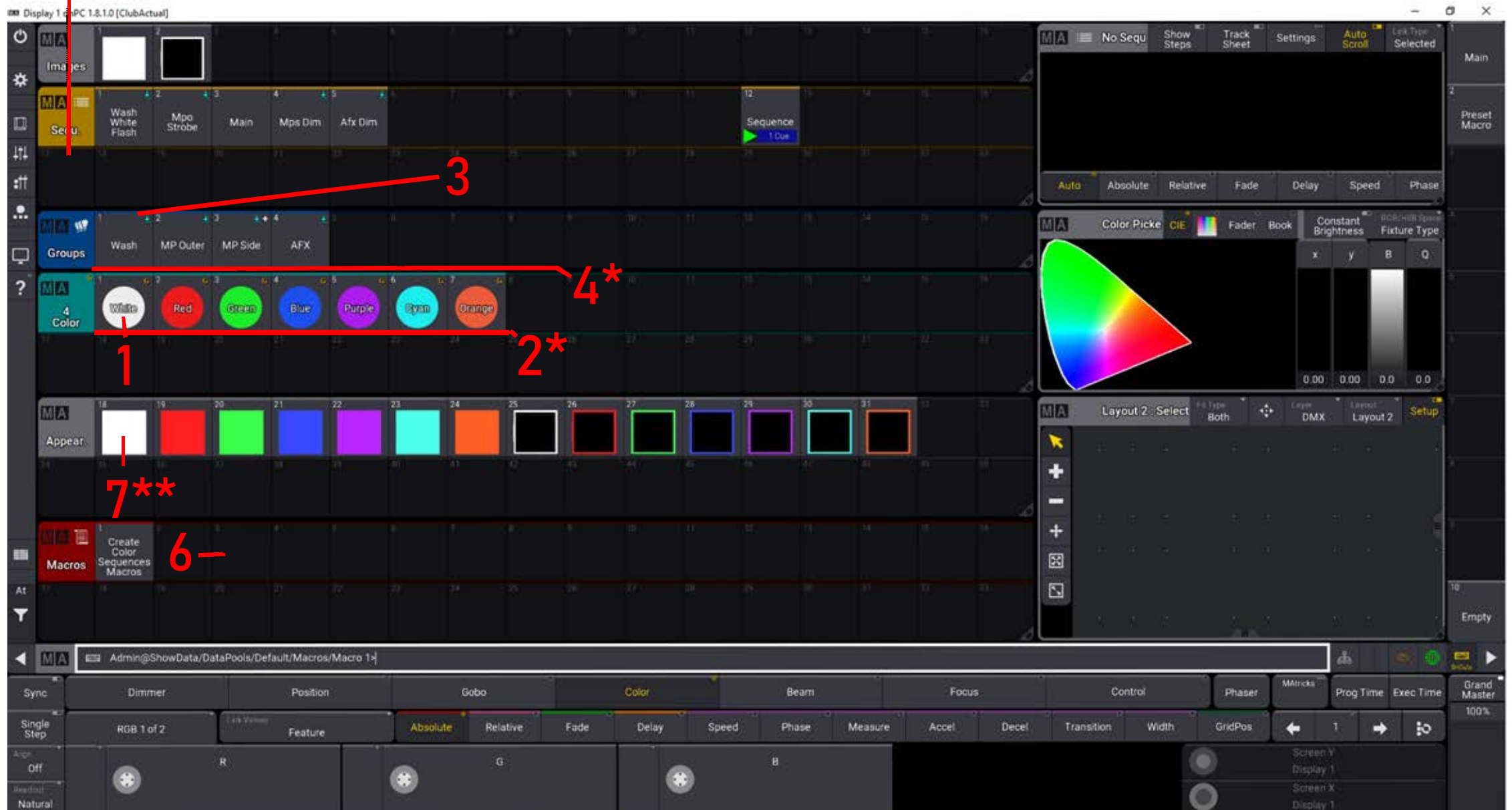
See picture on the next page!

# For example:

\*This is the number of things you want and NOT the “end ID”  
e.g. if the colours were moved right by two spaces, this should still be 7, as we want the 7 next colours from and including the start ID [1]

\*\*Notice how the appearances are laid out.  
The colour order is the same, followed by the “off” versions of the buttons in the same order.

When we run the Macro with the settings 1 / 7 / 1 / 3 / 17 / 3 / 18 we get the result on the next page.



## 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.

The screenshot displays the MA (Macro Automation) software interface. The main window is titled "Display 1 on PC 1.8.1.0 [ClubActual]". The interface is divided into several sections:

- Macro Grid:** A large grid of macro buttons. The top row includes "Images" and "Sequ". The "Sequ" row contains "Wash White Flash", "Mpo Strobe", "Main", "Mps Dim", "Afx Dim", and "Sequence 1 Cue". Below this are "Colors Group 1", "Colors Group 2", and "Colors Group 3". The "Groups" row includes "Wash", "MP Outer", "MP Side", and "AFX". The "4 Color" row includes "White", "Red", "Green", "Blue", "Purple", "Cyan", and "Orange". The "Appear." row includes a series of colored squares. The "Macros" row includes "Create Color Sequences Macros" and a series of "colorbutton" macros (e.g., "colorbutton 17-1", "colorbutton 17-2", etc.). The "At" row includes a series of "colorbutton" macros (e.g., "colorbutton 19-1", "colorbutton 19-2", etc.).
- Command Line History:** A panel on the right showing a list of commands executed, such as "OK:Assign Appearance 25 Thru 31 At Macro 17 Thru 23", "OK:Assign Appearance 18 At Macro 17", "OK:Go+ Macro 10", "OK:Goto Sequence 18 Cue 1", "OK:Assign Appearance 25 Thru 31 At Macro 10 Thru 16", "OK:Assign Appearance 18 At Macro 10", "OK:Go+ Macro 3", "OK:Goto Sequence 17 Cue 1", "OK:Assign Appearance 25 Thru 31 At Macro 3 Thru 9", "OK:Assign Appearance 18 At Macro 3", "OK:Assign Appearance 25 At Macro 3", "OK:Assign Appearance 25 At Macro 10", and "OK:Assign Appearance 25 At Macro 17".
- Color Picker:** A panel on the right showing a color wheel and a color bar. The "Color Picker" tab is selected, and the "CIE" color space is chosen. The "Fader" and "Book" tabs are also visible. The "Constant Brightness" and "Fixture Type" tabs are also present. The color bar shows a gradient from black to white, with values for x, y, B, and Q.
- Layout View:** A panel on the right showing a grid of layout elements. The "Layout 2" tab is selected, and the "FX Type" is set to "Both". The layout view shows a grid of colored squares, each representing a fixture or a group of fixtures.
- Bottom Panel:** A series of control buttons and sliders. The "Sync" button is highlighted. The "Dimmer" section includes "RGB 1 of 2" and "Link Values". The "Position" section includes "Feature" and "Absolute". The "Gobo" section includes "Relative". The "Color" section includes "Fade", "Delay", "Speed", "Phase", "Measure", "Accel", "Decel", "Transition", "Width", "GridPos", and "Screen Y". The "Beam" section includes "Screen X" and "Display 1". The "Focus" section includes "Screen X" and "Display 1". The "Control" section includes "Screen Y" and "Display 1". The "Phaser" section includes "Screen Y" and "Display 1". The "Matrix" section includes "Screen Y" and "Display 1". The "Prog Time" section includes "Screen Y" and "Display 1". The "Exec Time" section includes "Screen Y" and "Display 1". The "Grand Master" section includes "Screen Y" and "Display 1".