



Assign Macros to Keys and Buttons

The macros can be assigned to executors or view buttons to allow easy access.

The macro is still in the macro pool. The executor or view button simply run the macro in the pool. It is, therefore, a requirement to have the macro in the pool before assigning it anywhere.

There are different ways to assign macros to keys or buttons:

Assign Using the Keys

This is maybe the fastest way to assign the macro when using a console:

1. Press the **Assign** keys.
2. Press the **MA** key while pressing the **X14 | Macro** key.
3. Press the number matching the macro number.
4. Press the key where the macro is to be assigned.

Alternatively, if the macro pool is visible then it can be used:

1. Press the **Assign** key.
2. Tap the macro in the pool.
3. Press the key where the macro is to be assigned.

Assign Using the Swipecy Commands

Requirement

Have the macro pool visible on the screen.

1. Tap and hold the macro pool object.
2. Swipe out of the pool object -> the swipecy commands open.
3. Swipe to the **Assign** button and release the screen.
4. Press the key where the macro is to be assigned.

Assign Using the Assign Menu for Executors

1. Open the **Assign Menu** for the desired Executor.
2. Tap the **Object** button in the menu on the left.
3. Tap the **Marco** button at the top of the **Assign Menu**.
4. Tap the desired macro in the list in the menu.
5. Close the **Assign Menu**.



Assign Using the Command Line to Assign to Executors

Make sure input focus is on the command line and use this syntax:

```
 User name[Fixture]>Assign Macro [macro_number] At Page [page_number].  
[executor_number]
```

The syntax above is universal and allows for the macro to be assigned to a specific page.

If the macro is to be assigned to the current page then the following syntax can be used:

```
 User name[Fixture]>Assign Macro [macro_number] At Executor [executor_number]
```