



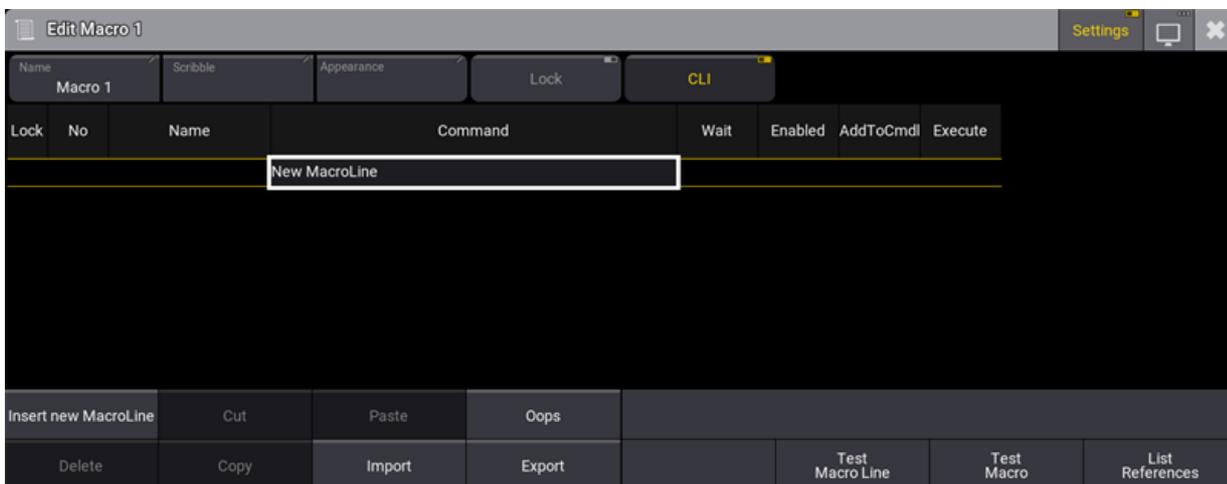
Macros

A macro is a command or a set of several commands that can be executed when the macro is called.

Macros are stored in the **Macros** Pool. The previous chapter introduced the pools and how to use them.

So, create a macro pool in the user-defined area and edit the first empty pool object.

The macro editor looks like this - with 'Settings' toggled on in the title bar:



In the editor, we can create macro lines. Each line is executed one by one. A macro needs at least one line.

The commands are the same as the ones we use in the command line input.

We do not write a please command at the end; it is automatically added if the **Execute** column says **Yes**.

Click **Insert new MacroLine**.

Now we have a macro line where we can add a **Command**.

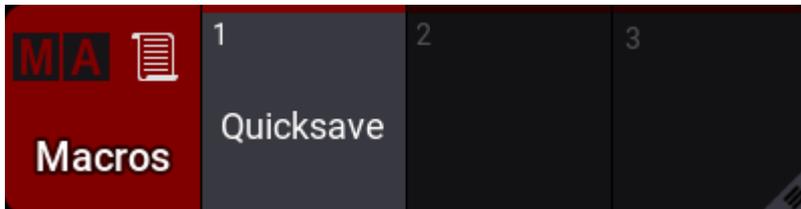
We are going to create a simple macro that saves the show.

Edit the command field in the macro line and write **SaveShow**. It is important that it is one word.

Edit the **Name** input button at the top of the editor and write **Quicksave**. If you do not see a 'Name' button at the top,

Click **Settings** in the title bar to show the settings at the top.

Close the editor and click the macro in the pool:



This was one of the most simple macros. A single keyword that saves our show.

Macros can be more complex using elements like user-defined variables. That is outside the scope of this Quick Start Guide.

We are going to create another macro. It mimics the store key.

Edit a new empty macro pool object. Add a new macro line and write **Store**.

Edit the name and change it to "Store@".

So far, it is all the same process as the previous macro. but now you need to change the **Yes** in the **Executor** column to a **No** by right-clicking the **Yes**.

The difference is that this macro line now does not automatically execute itself, allowing you to add more information or a destination. It puts "Store" in the command line waiting for you to do more.

Let us do one more macro.

Edit a new empty macro pool object.

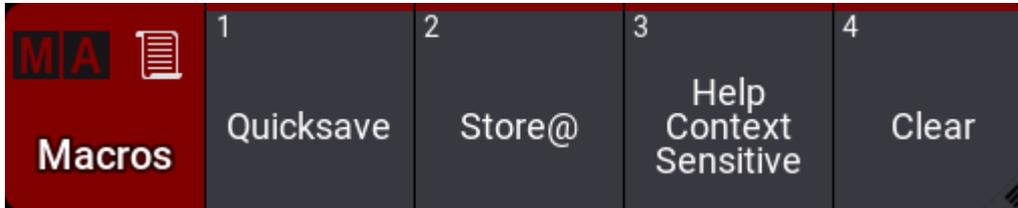
Now click **Import**.

This opens a long list of previously exported macros and factory-created macros. Scroll down the list and find "Help Context Sensitive", select it and click **Import**.

Now you have imported all the settings for this macro, including a macro name. You can close the macro editor.

This macro can be used to open relevant help pages. Try it out by clicking the macro and then the macro pool title field. This opens the help page about macros.

Add more macros if you feel like it - I like having a Clear macro.



You can click the macros in the pool to run them. A command can also trigger them. For example, **Macro 1**.

Recap

This chapter was a quick look at the macro system.

The main manual has an entire **Macro section** about macros.

Feel free to add more macros in the following chapters if some keys or keywords are difficult to reach or just if you feel it makes sense.

In the **next chapter**, we are finally going to create some cues.