

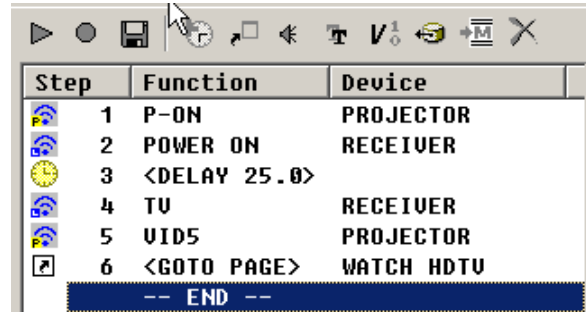
Variable Macros

This another method for one button to issue two different macros. One macro is issued when the button is pressed and a particular variable is "0", another completely different macro is issued if the button is pressed and the same variable is now equals "1".

Variables allow you to track when a particular button has been pressed. Then when another button is pressed, you can do something different based on the previous button press.

Clever use of variables can enable you to add all kinds of elegant improvements to operation. Here's an example of variables, used in this case to remove the delays in the activity macros on the Watch page once the projector is on.

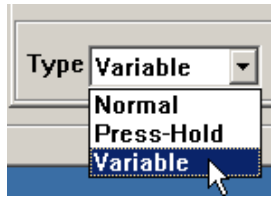
- 1 The macro to turn on the system and watch Cable TV is very long in this example system. The projector requires 25 seconds to warm up before the inputs can be changed.



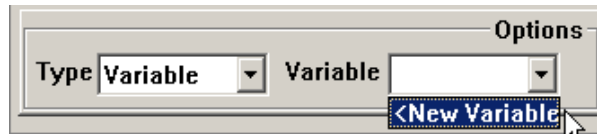
Step	Function	Device
1	P-ON	PROJECTOR
2	POWER ON	RECEIVER
3	<DELAY 25.0>	
4	TU	RECEIVER
5	VID5	PROJECTOR
6	<GOTO PAGE>	WATCH HDTV

— END —

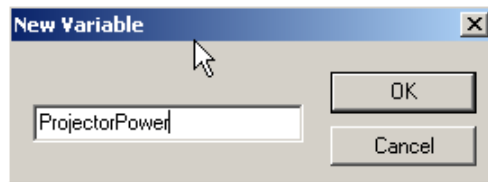
2 In the Type list box at the bottom of the Macro Window, select Variable as the type.



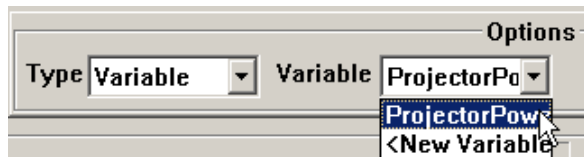
3 In the Variable list box that now appears, select New Variable.



4 In the New Variable window that opens, type in a descriptive name, then click on OK.

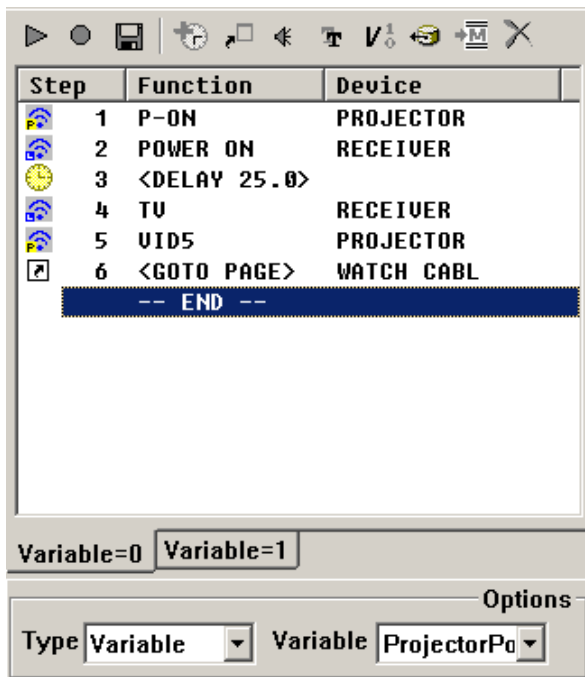


5 Verify that the new variable name appears in the Variable window as the selection.

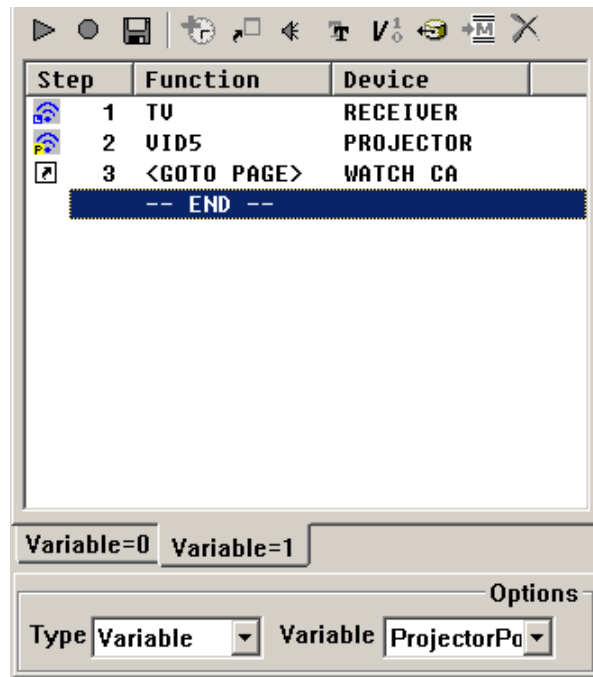


6 Now your macro window displays two different tabs. One is the macro that will be sent when the projectorpower variable = 0, the other when the projector power variable = 1. Program the macro in Variable=0 with the Power On commands and the delay, while the macro in Variable=1 does not.

ProjectorPower Variable = 0



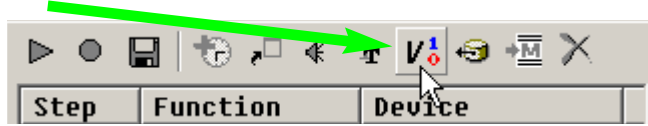
ProjectorPower Variable = 1



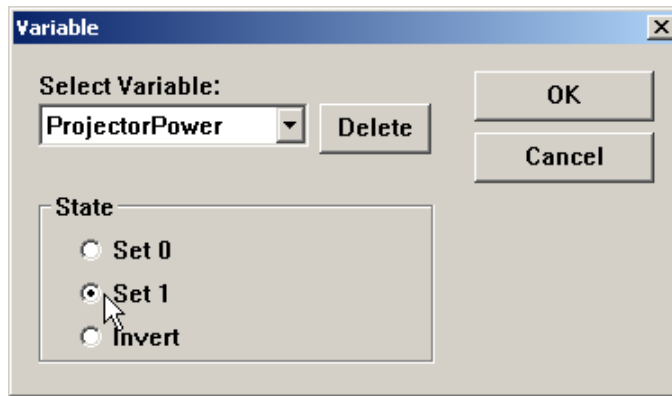
Tip - You must program all your activity and power macros to be Variable macros

Now, you must program all macros that the client might use to turn on the system with a variable change that changes the variable ProjectorPower to "1". Thus no matter what button you use to turn on the system, the MX-950 will know the true status of the projector is on. Likewise all macros that turn the system off must change the variable ProjectorPower to "0".

- 7 In all macros that power on the projector, repeat steps 1-7, then add a new step to all the macros. Click on the Set Variable button on the macro toolbar.



- 8 The Set Variable window opens. Select the ProjectorPower variable and set it to a state of 1 (indicating that the projector is now powered on). Afterwards, the new step appears in the macro list.



- 9 In all macros that power OFF the projector add a new step to the macros. Click on the Set Variable button and set the Projector Power variable to equal "0" after the projector is off.

