

MacroTrigger

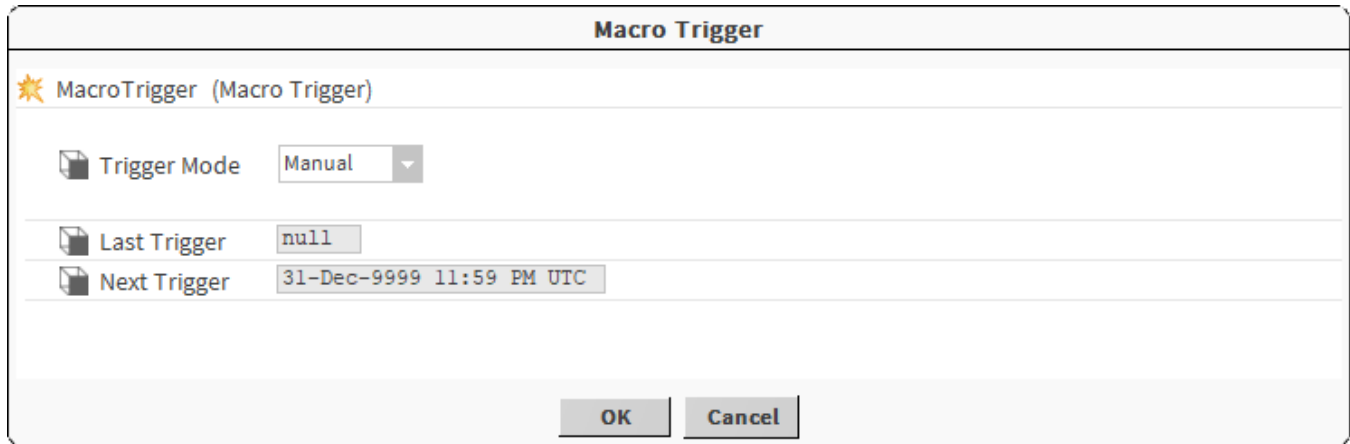
Summary

This block defines that a strategy is actually a macro (so it can be played when you right-click on a component and select "Play Macro").

Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block

Example



The screenshot shows a dialog box titled "Macro Trigger". Inside the dialog, there is a header bar with a star icon and the text "MacroTrigger (Macro Trigger)". Below the header, there are three rows of controls, each with a folder icon on the left. The first row is "Trigger Mode" with a dropdown menu showing "Manual". The second row is "Last Trigger" with a text field containing "null". The third row is "Next Trigger" with a text field containing "31-Dec-9999 11:59 PM UTC". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

Properties

- *TriggerMode* { *Manual*, *Daily*, *Interval* }: The way the trigger will be executed
 - *Manual*: will be triggered only by invoking "fireTrigger" action
 - *Daily*: will be triggered every day
 - *Interval*: will be triggered at regular intervals
- *LastTrigger*: Date of the last trigger
- *NextTrigger*: Date of the next trigger

Actions

- *FireTrigger*: To execute the trigger. It will, by default, execute the macro on every selected element in a DO mode
- *ForceDo*: To execute the macro on a selection in a DO mode
- *ForceUndo*: To execute the macro on a selection in an UNDO mode