MacroTrigger

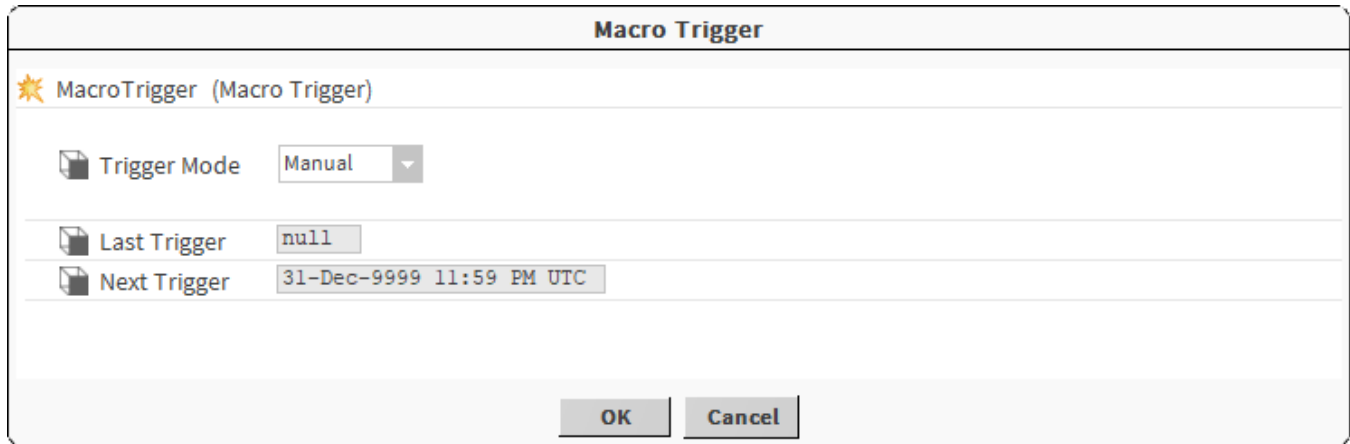**Summary**

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

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