Trigger

Within Titan, Trigger is the general concept of having an external signal firing a specific action in Titan. This is rather well documented in the Titan Usermanual.

1. connect the trigger source
2. Enter System mode and select [Triggers].
3. Add a new mapping using the + button at the bottom of the left hand column, and give it a name.
4. Add a trigger to the mapping using the + button in the right hand column or softkey [Add trigger]
5. Set Trigger Type and - if Trigger Type=Item - the trigger action
6. Press a button, move a fader - whichever action you want to be triggered.
7. Click [OK]
8. Select the Trigger Type (this time this term refres to the source), and either enter the parameters manually or use the learn function: make your trigger source fire the signal which is supposed to trigger the action - Titan should recognize the signal and automatically set the correct values.
9. Click [Add]. The trigger you have just defined is added to the list on the right.

Trigger Sources

In general, Titan can handle these trigger sources:

- DMX - by using one of the DMX outlets as input, with a male-male gender changer
- GPIO - simple contacts
- MIDI - 5pin MIDI input or (from Titan v12 on) USB-MIDI
- Streaming ACN, or sACN - like DMX, over network
- Audio - with appropriate hardware the audio signal is analysed into 7 frequencey bands with each can be used to trigger an action

Based on the very hardware only a limited subset of trigger methods is possible:

Console	**Audio**	**DMX**	**GPIO**	**MIDI**	**USB-MIDI** **(Titan v12 and up)**	**sACN**	**Remarks**
Titan One		x				x	If used as DMX input, a separate output device is necessary, e.g. an Artnet node
T1		x				x	If used as DMX input, a separate output device is necessary, e.g. an Artnet node
T2	x				x	x	Can also be used as audio input for other Titan consoles (not Titan One/T1).
Tiger Touch (non-pro) Pearl Expert (non-pro)		x		x		x	

Console	Audio	DMX	GPIO	MIDI	USB-MIDI (Titan v12 and up)	sACN	Remarks
Titan Mobile		x		x	x	x	Audio trigger available with T2 from Titan v12
Quartz	x	x		x	x	x	
Tiger Touch Pro Pearl Expert Pro		x		x	x	x	Audio trigger available with T2 from Titan v12
Tiger Touch II		x	x (1 jack input)	x	x	x	Audio trigger available with T2 from Titan v12
Arena	x	x	x (1 jack input)	x	x	x	
Sapphire Touch		x		x	x	x	Audio trigger available with T2 from Titan v12

Trigger Mappings

Trigger mapping can be regarded as collections of triggers. You can define a number of mappings, and you can enable/disable each mapping as needed. (See Trigger - Toggle Trigger Mappings v10/v11 for an example of how to do this by macro). There are some mappings provided by default which cannot be deleted.

Trigger Type/Action

Can be either Hardware (default) or Item.

- Hardware refers to the very control element, i.e. fader, button, hardware key - regardless of what is programmed on it. This also takes the respective key profile into account which may lead to strange results. I.e. when triggering a playback button (with the default key pofile 'Latch') this results in toggling the playback On/Off as the trigger signal changes
- Item refers to what is programmed on that control, i.e. cue, cuelist, chaser etc. Subsequently the action which needs to be triggered needs to be defined as well:
    - Fire At Level
    - Re-Fire At Level
    - Flash
    - Go (only available for Cuelists)
    - Stop (only available for Cuelists)
    - Swop
    - Connect (only available for Cuelists)
    - Review Live Cue (only available for Cuelists)
    - Cut Next Cue To Live (only available for Cuelists)
    - Snap Back (only available for Cuelists)
    - Go Back (only available for Cuelists)
    - Next Cue - (only available for Cuelists)
    - Next Cue + (only available for Cuelists)
    - Preload
    - Latch

- Set Level

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Last update: **2020/01/19 17:23**