Examples list

This is a list of the examples in this wiki. Please feel free to add more. If you are not into writing in a wiki but want to contribute neithertheless please send an email to s.beutel@avolites.de

For those who follow this wiki and are keen on the newest additions, please check the Recent Changes link top-right. Also there is another list with all the examples, newest first, at Examples list by last change date

Currently there are 152 examples in this wiki:

A

- Add/Remove Autoloads
- Attribute Wheels And Palette Windows

B

- Blind Mode On/Off

C

- Capture - Ambient Lighting
- Capture - Atmosphere/Haze
- Capture - Camera
- Capture - Diagnostics
- Capture - Rendering Settings
- Change Pages with Timecode
- Change Playback Timings Grid
- Chase - Change a chaser's overlap
- Chase - Change a chaser's XFade
- Chase - Double speed
- Chase - Halve speed
- Chase - Set chase speed
- Clear Colour
- Clear ShowLibrary Search
- ColourChaseChanger (old style)
- ColourChaseChanger (V2)
- Copy Icon (snippet only)
- Create a mixed colour palette (Snippet)
- Create Dummy Palettes
- Create Workspaces
- Create/Replace Group

(snippet)
- Cuelist - Connect Me
- Cuelist - Fire specific cue
- Cuelist - Go back
- Cuelist - Jump to specific cue
- Cuelist - Record Cuelist and insert a cue (Snippet)
- Cuelist - Set Me At Full
- Cuelist - Set Option FireFirstCue

D

- Delete Group X
- Delete Playback
- Delete Workspace X
- Dummy speed as condition

E

- Enable/Disable DMX Outputs
- Enable/Disable Pioneer DJ Triggers

F

- Fan - Curve
- Fan - Grouping
- Fan - Parts
- Fire Random Chase Step
- Fire/Release and highlight/ClearHighlight handles
- Flash Fixtures In/Out
- Flash Playback-Groups

I

- Inhibit selected fixtures
- Inhibit selected fixtures dimmer

L

- Legend - Get a cuelist cue's legend
- Legend - Set a chase cue's legend
- Legend - Set a Page Legend
- Legend - Set a playback's legend
- Legend - Set an icon as legend

L cont.

- Legend - Set Mobile Wing Page Legend

M

- Macro - Copy Macro by MacroId
- Macro - Export Macro
- Masters - BPM - Tap
- Masters - BPM Master (snippet)
- Masters - BPM Master - Set Speed
- Masters - Group Masters
- Masters - Nudge Master Up/Down
- Masters - Rate Master Functions
- Masters - Reset and Set
- Masters - Size Master Functions
- MIDI Machine Control
- MIDI Note On/Off
- MIDI Show Control
- Move (Copy) Handle

O

- Off/On Attribute (snippets)
- Off/On Attribute in Palette
- Open ShowLibrary Search
- Open Timeline Window

P

- Pages - Change All Playback Pages
- Pages - Change Macros Page
- Pages - Change Pages
- Pages - Change Titan Mobile Wing Page
- Pages - Change Workspace Pages
- Pages - Toggle to page 1 and back
- Palette - Fire Quick Palettes and Show Active
- Palette - Master Fade Time
- Palette - Set Master Overlap
- Palette - Store
- PaletteChaseChanger (V3)

- Patch - Freeze selected fixtures
- Patch - Invert Pan for selected fixtures
- Patch - Park fixtures 1 thru 100000
- Patch - Park selected fixtures
- Patch - Repatch Selected Fixtures
- Playback - Fire and Flash playbacks together
- Playback - Fire/Release Playbacks from Usernumber
- Playback - Flash **timed** playbacks together
- Playback - Playback Blind Mode On/Off
- Playback - Record and set userNumber
- Playback - Record to fixed location
- Playback - Set all playback cues' fade-in time
- Playback - Set fade mode
- Playback - Set fade-in time
- Playback - Set fade-in time - modular
- Playback - Set fade-out time
- Playback - Set FX Multiplier
- Playback - Set key profile
- Playback - Set lock state
- Playback - Set Paging to Never Hold
- Playback - Set playback cue's fade-in time

P cont.

- Playback - Set release time
- Playback Groups - Create and Add
- Programmer - Align Fixtures
- Programmer - Direction
- Programmer - Fan Curves
- Programmer - Park/Restore/Swop

Q

- Quick-Create groups

R

- Release - Master Release Time
- Release - Release Priority
- Release - Set Master Release Time
- Release - Set Priority
- Release - Set Priority and Release
- Release Me Timed
- Release playback whether it exists or not (snippet only)

S

- Search ShowLibrary
- Select all running shapes
- Select particular Timeline
- Set a Handle's Halo
- Set All Shapes Direction
- Set Autoload to Go on Target on a specific list
- Set Grandmaster
- Set Lee Colour
- Set Playback Priority
- Set Playback's Shape Spread
- Set Shapes (and KFS) Direction
- Set Wheel Mode
- Setlist - Fire a specific track
- Setlist - next track
- Setlist - previous track
- Shapes - Reverse All Shapes
- Shapes - Reverse, Offset, Restart
- Shapes - Shape Direction
- Show a message prompt
- Stopwatch/Flash Playback
- Store cues with current page names as legends
- System - Enable External Display (PC-Suite only)
- System - Lock Console
- System - Shutdown

T

- Timecode - Enable/Disable
- Timecode - Set Start Time

- Timecode - Set Start Time from Palette Fade
- Timecode - Set starttime to livetime and toggle source
- Timecode - Start/Stop
- Timecode - Toggle On/Off for particular playback
- Timecode - Winamp Tracks
- Timeline: Import Markers
- Toggle Windows Page temporarily
- Trigger - Add MIDi trigger
- Trigger - Toggle Audio Triggers On/Off
- Trigger - Toggle Trigger Mappings v10/v11

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active attribute blind bpm capture change chase clear colour connect copy create cue cuelist delete direction enable fade-in fan fire fixture fixtures flash freeze go group handle legend macro master midi overlap page palette playback priority programmer release selected set settings shape speed store tap time timecode toggle track trigger

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further readings

- Introduction to macros
- Console and simulator - how actions on the consoles are described
- Recorded vs. coded macros - both kinds: Country, AND Western
- Macro file format - what to observe when creating macro files
- Macro Folders - where exactly are the macro files stored
- Deploying macros - how to import a macro file into Titan
- XML format - a veeeery basic introduction into the format macro files are written in
- Macro Variables - defining and using variables in macros
- The Syntax of Functions - understanding how functions are described in general
- Control Structures - conditions and other means to control the flow
- Action and Menus - when a menu needs to be toggled in addition to the action
- Step Pause - a little delay might sometimes be helpful
- Active Binding - highlighting a macro handle as active
- Namespaces - a way to keep order of the functions, properties and other stuff
- Datatypes - numbers, words, yes & no: the various types of values
- Properties list - the affected system variables of Titan
- Function list - the functions mentioned in this wiki
- Examples list - all the contributed macros. And where is yours?

2017/10/13 15:12 · icke_siegen

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://avosupport.de/wiki/macros/examples?rev=1547284934

Last update: **2019/01/12 09:22**