

Function

Triggers.SetPendingTargetHardware

```
Void Triggers.SetPendingTargetHardware(
    String keyClass, MenuEventTypes eventType, String keyGroup, Int32
    keyIndex, String keyName
)
```

API	http://api.avolites.com/11.0/Triggers.SetPendingTargetHardware.html
description	Sets the pending trigger target to a hardware target.
namespace	Triggers
parameter	keyClass (String) : name of the physical button or group of button
	eventType(MenuEventTypes) : the type of event
	keyGroup (String) : the virtual area on the console that the button maps to
	keyIndex (Int32) : the index of the key in the group
	keyName (String) : the name of the button
return value	Void

Inherently sets [Triggers.PendingTriggerTarget](#)

keyClass

This is case sensitive!

Possible values:

MastersEncoder, PresetBlack, PresetSelect, PresetSelectTouch, PresetFlash, PresetFlashTouch, PresetFader, PlaybackBlack, PlaybackSelect (this is also the swop button), PlaybackFlash, PlaybackFader (see below), StaticPlaybackSelect (= Swop), StaticPlaybackFlash, StaticPlaybackFader, PlaybackSelectTouch, PlaybackTouch, GroupsTouch, PositionsTouch, BeamsTouch, MediaTouch, ColoursTouch, EffectsTouch, FixturesTouch, WorkspacesTouch, MacroSelect, PlaybackPageDown, PlaybackPageUp, FixturePage, RollerPage, GrandMaster, PresetMaster, PlaybackMaster, SwopMaster, FlashMaster, DBO, Connect, Stop, Go, PreviousStep, NextStep, Review, Bounce, LiveTime, NextTime, RecordStep, SnapBack, GoBack, Clear, Locate (and some more for the various wings)

In order to hardware-trigger faders the keyClass must read “FaderMove.Fader.PlaybackFader” (at least as of Titan v17), see <https://www.facebook.com/groups/1811437589141428>

eventType

As in the examples this seems to be an [Enum](#). Either get this with [Math.ToEnum](#)(“”, “Avolites.Menus.MenuEventTypes”, “EventType”), or pass it directly, without quotes.

Possible eventTypes used for triggers:

OnValueChanged, OnSelect, OnButtonDown

A full list of eventTypes is available here:

<http://api.avolites.com/11.0/Avolites.Menus.MenuEventTypes.html>.

keyGroup

keyGroup appears to be the handle group as outlined in [Location](#), e.g. Playbacks, PlaybackWindow etc.

For the 'general purpose' buttons like Connect. Go, PlaybackPageUp, NextStep etc. the keyGroup is NoGroup.

keyIndex

keyIndex is the index of the button in the group - see [Location](#).

keyName

keyName is informational only (*ASSUMPTION!*), in order to display which button is associated with this trigger.

Example in

[Trigger - Add MIDI trigger:](#)

```
<step>Triggers.SetPendingTargetHardware(  
    "PresetFader",  
    Math.ToEnum(  
        "",  
        "Avolites.Menus.MenuEventTypes",  
        "OnValueChanged"),  
    "Presets",  
    0,  
    "")  
</step>
```

```
<!-- Or -->
```

```
<step>Triggers.SetPendingTargetHardware("PlaybackSelect", OnButtonDown,  
"Playbacks", 1, "")</step>
```

For some more examples see <http://forum.avolites.com/viewtopic.php?f=20&t=5726>

Also used in

- [Trigger - Add MIDI trigger](#)

Remarks

From:
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://www.avosupport.de/wiki/macros/function/triggers.setpendingtargethardware>

Last update: **2024/09/30 15:03**

