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

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

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