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

keyClass

This is case sensitive!

MastersEncoder, PresetBlack, PresetSelect, PresetSelectTouch, PresetFlash, PresetFlashTouch, PresetFader, PlaybackBlack, PlaybackSelect (this is also the swop button), PlaybackFlash, PlaybackFader, 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)

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:

OnValueChanged, OnSelect, OnButtonDown

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

addminitrigger:

```
    <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?rev=1536597012

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