

Function

# Triggers.SetPendingTargetHardware

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

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

## keyClass

This is case sensitive!

Possible values:

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

[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**

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