**Function** 

# Triggers.ToggleMappingEnable

Void Triggers.ToggleMappingEnable(Int32 mappingId)

API	http://api.avolites.com/10.1/Triggers.ToggleMappingEnable.html
description	Toggles whether a mapping is enabled.
namespace	Triggers
parameter	mappingId (Int32): The ID of the trigger mapping to toggle
return value	Void

# This is version-dependent

**In Titan v10**, the mappingld is independent from the titanid and starts at 0:

- mappingId 0 refers to the factory mapping DJ Tap
- mappingId 1 refers to the factory mapping MIDI Show Control
- mappingId 2 refers to the first user-defined macro
- mappingld 3 refers to the second user-defined macro
- user-defined macros are numbered in the order of their creation. However they are displayed in an alphanumerical order regardless which one was created first.

**From Titan v11 on** the mappingld is part of the titanld scope which are created internally and cannot be changed nor made visible easily.

I found that in a **new show in v11** the factory defined mappings have the titanids 1815 and 1816, and user-defined macros start with 1817. but this may change as soon as anything else is programmed, and is of limited use.

In a **new show in v12** the factory mappings have titanIds 1817 and 1818 and the user-defined macros start thereafter. However v12 has a function to make use of the mapping's user number: Triggers.ToggleMappingEnabledByHandle(). The user numbers cannot be edited or displayed but are assigned in a similar fashion like the mappingIds in v10 (see above): the factory mappings have Ids 1 and 2, and the user defined mappings start from Id 3.

In a **new show in v13** the titanIds have changed again and are now in the 1820 range, depending from macros loaded on startup. There is no DJ Tap mapping, MIDI Show Control has user number 1, and user defined trigger mappings start at user number 2 in order of their creation,

### **Example in**

Trigger - Toggle Trigger Mappings v10/v11:

<step>Triggers.ToggleMappingEnable(2)</step>

### Also used in

- Trigger Toggle Trigger Mappings v10/v11
- Function list
- Triggers.ToggleMappingEnabledByHandle()

#### **Remarks**

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