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 mappingId 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
- mappingId 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 mappingId is part of the titanId 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().

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

From:
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