

# Function list

This is a list of the functions which are used in the examples resp. explained in this wiki. A full - but sparsely documented - list of functions is available at <http://api.avolites.com/>.

Currently there are 191 functions explained in this wiki:

## A

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Boolean](#)
- [ActionScript.SetProperty.Double](#)
- [ActionScript.SetProperty.Enumeration](#)
- [ActionScript.SetProperty.Float](#)
- [ActionScript.SetProperty.Integer](#)
- [ActionScript.SetProperty.SetFlag](#)
- [ActionScript.SetProperty.String](#)
- [AlignSelection.SelectFixture](#)
- [Attribute.Mask.IncludeAll](#)
- [Attribute.Mask.SetMask](#)

## C

- [Command.RunCommand](#)
- [ConnectedPlayback.Connect](#)
- [CueLists.GoBack](#)
- [CueLists.Play](#)
- [CueLists.SetNextCue](#)

## D

- [Dmx.EnableDmxModule](#)

## E

- [Editor.Shapes.ConnectShapesList](#)
- [Editor.Shapes.ProgrammerShapesList](#)
- [Editor.Shapes.Reverse](#)
- [Editor.Shapes.SelectAllShapes](#)
- [Editor.Shapes.SetCurrentSh](#)

## apesDirection

### G

- [Group.CheckIfGroupExists](#)
- [Group.FlashFader](#)
- [Group.QuickCreateGroup](#)
- [Group.RecallGroup](#)
- [Group.RecallGroupNumeric](#)
- [Group.ReplaceGroupOnHandle](#)
- [Group.SetGroupFaderLevel](#)
- [Group.StoreGroup](#)

### H

- [Handles.ClearHandleOptionsFilter](#)
- [Handles.ClearHighlight](#)
- [Handles.ClearSelection](#)
- [Handles.ConfirmDelete](#)
- [Handles.CopyDestination](#)
- [Handles.CreateHandleReference](#)
- [Handles.FilterHandleOptions](#)
- [Handles.GetHandle](#)
- [Handles.GetIconId](#)
- [Handles.GetTitanIdFromHandle](#)
- [Handles.HighlightHandle](#)
- [Handles.IsClaimed](#)
- [Handles.Macros.ChangePage](#)
- [Handles.Macros.NextPage](#)
- [Handles.Macros.PreviousPage](#)
- [Handles.MobileWingAExecutor.ChangePage](#)
- [Handles.MobileWingAPlaybacks.ChangePage](#)
- [Handles.MobileWingAPlaybacks.NextPage](#)
- [Handles.MobileWingAPlaybacks.PreviousPage](#)
- [Handles.Playbacks.ChangePage](#)
- [Handles.Playbacks.NextPage](#)
- [Handles.Playbacks.PreviousPage](#)
- [Handles.PlaybackWindow.C](#)

## hangePage

- Handles.RemoveHalo
- Handles.SapphireWingABottom.ChangePage
- Handles.SapphireWingATop.ChangePage
- Handles.SapphireWingBBottom.ChangePage
- Handles.SapphireWingBTop.ChangePage
- Handles.SetGroupPage
- Handles.SetGroupPageName
- Handles.SetIcon
- Handles.SetLegend
- Handles.SetLockState
- Handles.SetPendingHaloToSystemColour

## H cont.

- Handles.SetSourceHandle
- Handles.SetSourceHandleFromHandle
- Handles.SetSourceHandlerRange
- Handles.SetSourceHandlerRangeFromHandles
- Handles.SetUserNumber
- Handles.StaticPlaybacks.ChangePage
- Handles.Workspaces.ChangePage

## I

- Icons.StoreIcon
- Include.SelectPlayback
- Include.SelectPlaybackHandle

## M

- Masters.ClearFlash
- Masters.DeadBlackOut
- Masters.DoubleOrHalfSpeedMultiplier
- Masters.NudgeDown
- Masters.NudgeUp
- Masters.ResetSpeedMultiplier
- Masters.SetMaster
- Masters.SetSpeed

- [Masters.TapTempo](#)
- [Math.Cast.ToInteger](#)
- [Math.Cast.ToSingle](#)
- [Math.EnumAsStringEquality Converter](#)
- [Math.EqualityConverter](#)
- [Math.GetCurrentTimeStamp](#)
- [Math.IsEqual](#)
- [Math.Min](#)
- [Math.ToEnum](#)
- [Math.ToString](#)
- [Menu.ErrorReport](#)
- [Menu.InjectInput](#)
- [Menu.PushOrReloadMenu](#)
- [Menu.Stack.PushOrReloadMenu](#)

## P

- [Palette.ApplyPalette](#)
- [Palette.MergeCurrentPalette](#)
- [Palette.QuickMergePalette](#)
- [Palette.StoreCurrentPalette Replace](#)
- [Panel.Midi.NoteOff](#)
- [Panel.Midi.NoteOn](#)
- [Panel.Midi.Send](#)
- [PanelManager.SetScreenState](#)
- [Patch.Repatch.ParkSelected Fixtures](#)
- [Patch.Repatch.SetDmxAddressesFromSelectedFixture](#)
- [Patch.Repatch.UnParkSelected Fixtures](#)
- [PioneerDJ.SetBPMTriggersEnabled](#)
- [PlaybackGroups.AddPlaybacksToGroup](#)
- [PlaybackGroups.CreatePlaybackGroupWithPlaybacks](#)
- [PlaybackGroups.SetCurrentPlaybackGroupFromUserNumber](#)
- [Playbacks.AppendOrInsertPlaybackStep](#)
- [Playbacks.ClearFlashPlayback](#)
- [Playbacks.CueList.CreateCueList](#)
- [Playbacks.Editor.CueSelecti](#)

- on.SelectAll
- Playbacks.Editor.CueSelecti  
on.SelectCueByNumber
- Playbacks.Editor.EnsurePlay  
backCueSelected
- Playbacks.Editor.Macros.Set  
TargetHandle
- Playbacks.Editor.SelectLive  
Cue
- Playbacks.FillCueLegend
- Playbacks.FilterByPlayback  
Handle
- Playbacks.FirePlaybackAtLe  
vel
- Playbacks.FlashPlayback
- Playbacks.IsCueHandle
- Playbacks.MergePlaybackC  
ue
- Playbacks.PlaybackEdit.Exit
- Playbacks.ReleaseAllPlayba  
cksByPriority

#### P cont.

- Playbacks.ReleasePlayback
- Playbacks.Select.EditHandl  
e
- Playbacks.SetCueLegend
- Playbacks.SetPlaybackLevel
- Playbacks.StoreCue
- Playbacks.Timecode.Toggle  
Enabled.Handle
- Playbacks.ToggleBlindPlayb  
ack
- Profiles.AssignHandleProfile
- Profiles.GetHandleProfileId
- Programmer.Editor.Clear
- Programmer.Editor.ClearAll
- Programmer.Editor.Fixtures  
.Align
- Programmer.Editor.Fixtures  
.Fan.SelectCurve
- Programmer.Editor.Fixtures  
.GetControllIdFromName
- Programmer.Editor.Fixtures  
.OnOffAttributeSelected
- Programmer.Editor.Fixtures  
.OnOffFixtureControls
- Programmer.Editor.Fixtures  
.Patch.FreezeFixtures
- Programmer.Editor.Fixtures  
.Patch.InvertFixtureControls

- [Programmer.Editor.Fixtures.SetContextAttributeFromId](#)
- [Programmer.Editor.Fixtures.SetControlOff](#)
- [Programmer.Editor.Fixtures.SetControlProgrammer](#)
- [Programmer.Editor.Fixtures.SetControlValueById](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOff](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOn](#)
- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Programmer.RefireProgrammer](#)
- [Programmer.SetBlindMode](#)

## S

- [Selection.Context.Global.ClearPatternSelect](#)
- [Selection.Context.Programmer.SelectFixture](#)
- [SetCurrentMacroFromUserNumber](#)
- [SetList.FireTrack](#)
- [SetList.NextTrack](#)
- [SetList.PreviousTrack](#)
- [SimpleMath](#)
- [System.LockConsole](#)

## T

- [Timecode.Context.Pause](#)
- [Timecode.Context.Play](#)
- [Timecode.MakeTimecodeTime](#)
- [Timecode.ParseFrameRate](#)
- [Timecode.SetEnabled](#)
- [Timecode.TimecodeOne.Pause](#)
- [Timecode.TimecodeOne.Play](#)
- [Timecode.TimecodeOne.Reset](#)
- [Timecode.TimecodeOne.SetSource](#)
- [Timecode.TimecodeOne.SetStartTime](#)
- [Timelines.ImportMarkersFromString](#)

- [Titan.Shutdown](#)
- [Triggers.AddMidiTrigger](#)
- [Triggers.SelectMappingByName](#)
- [Triggers.SetPendingTargetAction](#)
- [Triggers.SetPendingTargetHandle](#)
- [Triggers.SetPendingTargetHardware](#)
- [Triggers.ToggleMappingEnable](#)
- [Triggers.ToggleMappingEnabledByHandle\(\)](#)

## U

- [UserMacros.Export](#)
- [UserMacros.RecallMacroById](#)

## V

- [Visualiser.Capture.UpdatePosition](#)

## W

- [Windows.Scrolling.Vertical.Scroll](#)
- [Windows.SetWindowProperty.Height](#)
- [Windows.SetWindowProperty.Width](#)
- [Windows.SetWindowProperty.X](#)
- [Windows.SetWindowProperty.Y](#)
- [Workspace.Record](#)

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## further readings

- [Introduction to macros](#)
- [Console and simulator](#) - how actions on the consoles are described
- [Recorded vs. coded macros](#) - both kinds: Country, AND Western
- [Macro file format](#) - what to observe when creating macro files
- [Macro Folders](#) - where exactly are the macro files stored
- [Deploying macros](#) - how to import a macro file into Titan
- [XML format](#) - a veeery basic introduction into the format macro files are written in
- [The Syntax of Functions](#) - understanding how functions are described in general

- [Control Structures](#) - conditions and other means to control the flow
- [Action and Menus](#) - when a menu needs to be toggled in addition to the action
- [Step Pause](#) - a little delay might sometimes be helpful
- [Active Binding](#) - highlighting a macro handle as active
- [Namespaces](#) - a way to keep order of the functions, properties and other stuff
- [Datatypes](#) - numbers, words, yes & no: the various types of values
- [Properties list](#) - the affected system variables of Titan
- [Function list](#) - the functions mentioned in this wiki
- [Examples list](#) - all the contributed macros. And where is yours?

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