

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/>.

A

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Boolean](#)
- [ActionScript.SetProperty.Double](#)
- [ActionScript.SetProperty.Enum](#)
- [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.EditShapesEmpty](#)
- [Editor.Shapes.ProgrammerShapesList](#)
- [Editor.Shapes.Reverse](#)
- [Editor.Shapes.SelectAllShapes](#)
- [Editor.Shapes.SetCurrentSh](#)

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

H

- [Handles.ClearHandleOptionsFilter](#)
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- [Handles.ClearSelection](#)
- [Handles.ConfirmDelete](#)
- [Handles.ConfirmRelease](#)
- [Handles.CopyDestination](#)
- [Handles.CreateHandleReference](#)
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- [Handles.GetTitanIdFromHandle](#)
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- [Handles.IsClaimed](#)
- [Handles.Macros.ChangePage](#)
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- [Handles.MobileWingAExecutor.ChangePage](#)
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- [Handles.PlaybackWindow.ChangePage](#)
- [Handles.RemoveHalo](#)
- [Handles.SapphireWingABottom.ChangePage](#)
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- [Handles.SapphireWingBBottom.ChangePage](#)
- [Handles.SapphireWingBTop.ChangePage](#)
- [Handles.SetGroupPage](#)
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- [Handles.SetIcon](#)
- [Handles.SetLegend](#)
- [Handles.SetLockState](#)
- [Handles.SetPendingHaloToSystemColour](#)
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- [Handles.SetSourceHandlerangeFromHandles](#)
- [Handles.SetUserNumber](#)
- [Handles.StaticPlaybacks.ChangePage](#)
- [Handles.Workspaces.ChangePage](#)

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- [Icons.StoreIcon](#)
- [Include.SelectPlayback](#)
- [Include.SelectPlaybackHandle](#)

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- [Masters.ClearFlash](#)
- [Masters.DeadBlackOut](#)
- [Masters.DoubleOrHalfSpeedMultiplier](#)
- [Masters.NudgeDown](#)
- [Masters.NudgeUp](#)
- [Masters.ResetAllMasters](#)
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er

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

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- [Palette.ApplyPalette](#)
- [Palette.ApplyQuickPalette](#)
- [Palette.MergeCurrentPalette](#)
- [Palette.QuickCreatePalette](#)
- [Palette.QuickMergePalette](#)
- [Palette.StoreCurrentPalette Replace](#)
- [Panel.Midi.NoteOff](#)
- [Panel.Midi.NoteOn](#)
- [Panel.Midi.Send](#)
- [PanelManager.SetScreenState](#)
- [Patch.Repatch.ParkSelected Fixtures](#)
- [Patch.Repatch.RepatchSelectedFixtures](#)
- [Patch.Repatch.SelectDimmerAddress](#)
- [Patch.Repatch.SetDmxAddressesFromSelectedFixture](#)
- [Patch.Repatch.UnParkSelectedFixtures](#)
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- [PioneerDJ.SetBPMTriggersEnabled](#)
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- PlaybackGroups.CreatePlay
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- Playbacks.AppendOrInsertPl
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- Playbacks.ClearFlashPlayba
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- Playbacks.FlashPlayback
- Playbacks.IsCueHandle
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- Playbacks.PlaybackEdit.Exit

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- Playbacks.ReleaseAllPlayba
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- Playbacks.ReleasePlayback
- Playbacks.Select.EditHandl
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- Playbacks.SetCueLegend
- Playbacks.SetPlaybackLevel
- Playbacks.StoreCue
- Playbacks.Timecode.Toggle
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- Profiles.AssignHandleProfile
- Profiles.GetHandleProfileId
- Programmer.Editor.Clear

- Programmer.Editor.ClearAll
- Programmer.Editor.Fixtures.Align
- Programmer.Editor.Fixtures.ClearFlash
- Programmer.Editor.Fixtures.Fan.SelectCurve
- Programmer.Editor.Fixtures.FlashOn
- Programmer.Editor.Fixtures.FlashOut
- 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.Editor.Selection.SelectFixture
- 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.ToggleMappingEnabled
- Triggers.ToggleMappingEnabledByHandle()

U

- UserMacros.Export
- UserMacros.RecallMacroById

V

- Visualiser.Capture.UpdatePosition

W

- Windows.Scrolling.Vertical.Scroll
- Windows.SetWindowProperty

- y.Height
- [Windows.SetWindowPropert](#)
y.Width
- [Windows.SetWindowPropert](#)
y.X
- [Windows.SetWindowPropert](#)
y.Y
- [Workspace.Record](#)

test foo

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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