# 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.ProgrammerShapesList
- Editor.Shapes.Reverse
- Editor.Shapes.SelectAllShapes
- Editor.Shapes.SetCurrentShapesDirection

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.ChangePage
- 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.SetSourceHandleRange](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [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.PushOrReloadM enu

P

- Palette.ApplyPalette
- Palette.MergeCurrentPalett e
- Palette.QuickMergePalette
- Palette.StoreCurrentPalette Replace
- Panel.Midi.NoteOff
- Panel.Midi.NoteOn
- Panel.Midi.Send
- PanelManager.SetScreenSt ate
- Patch.Repatch.ParkSelected Fixtures
- Patch.Repatch.SetDmxAddr essesFromSelectedFixture
- Patch.Repatch.UnParkSelec tedFixtures
- PioneerDJ.SetBPMTriggersE nabled
- PlaybackGroups.AddPlayba cksToGroup
- PlaybackGroups.CreatePlay backGroupWithPlaybacks
- PlaybackGroups.SetCurrent PlaybackGroupFromUserNu mber
- Playbacks.AppendOrInsertPl aybackStep
- Playbacks.ClearFlashPlayba ck
- Playbacks.CueList.CreateCu eList
- Playbacks.Editor.CueSelecti on.SelectAll
- Playbacks.Editor.CueSelecti

- on.SelectCueByNumber
- Playbacks.Editor.EnsurePlaybackCueSelected
- Playbacks.Editor.Macros.SetTargetHandle
- Playbacks.Editor.SelectLiveCue
- Playbacks.FillCueLegend
- Playbacks.FilterByPlaybackHandle
- Playbacks.FirePlaybackAtLevel
- Playbacks.FlashPlayback
- Playbacks.IsCueHandle
- Playbacks.MergePlaybackCue
- Playbacks.PlaybackEdit.Exit
- Playbacks.ReleaseAllPlaybacksByPriority

P cont.

- Playbacks.ReleasePlayback
- Playbacks.Select.EditHandle
- Playbacks.SetCueLegend
- Playbacks.SetPlaybackLevel
- Playbacks.StoreCue
- Playbacks.Timecode.ToggleEnabled.Handle
- Playbacks.ToggleBlindPlayback
- Profiles.AssignHandleProfile
- Profiles.GetHandleProfileId
- Programmer.Editor.Clear
- Programmer.Editor.ClearAll
- Programmer.Editor.Fixtures.Align
- Programmer.Editor.Fixtures.Fan.SelectCurve
- Programmer.Editor.Fixtures.GetControlIdFromName
- 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

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- [Deploying macros](#) - how to import a macro file into Titan
- [XML format](#) - a veeeery 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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