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

apesDirection

G

- Group.CheckIfGroupExists
- Group.FlashFader
- Group.QuickCreateGroup
- Group.RecallGroup
- Group.RecallGroupNumeric
- Group.ReplaceGroupOnHandle
- Group.ResetAllMasters
- Group.SetGroupFaderLevel
- Group.StoreGroup

H

- Handles.ClearHandleOptionsFilter
- Handles.ClearHighlight
- Handles.ClearSelection
- Handles.ConfirmDelete
- Handles.ConfirmRelease
- 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.Previous

Page
- 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
- Handles.SetSourceHandle
- Handles.SetSourceHandleFromHandle

H cont.

- 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.ResetAllMasters
- Masters.ResetSpeedMultipli

er
- 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.ApplyQuickPalette
- Palette.MergeCurrentPalette
- Palette.QuickCreatePalette
- Palette.QuickMergePalette
- Palette.StoreCurrentPaletteReplace
- Panel.Midi.NoteOff
- Panel.Midi.NoteOn
- Panel.Midi.Send
- PanelManager.SetScreenState
- Patch.Repatch.ParkSelectedFixtures
- Patch.Repatch.RepatchSelectedFixtures
- Patch.Repatch.SelectDimmerAddress
- Patch.Repatch.SetDmxAddressesFromSelectedFixture
- Patch.Repatch.UnParkSelectedFixtures
- Patch.SetCurrentDmxAssignment
- PatchFixturesToVacantHandles
- PioneerDJ.SetBPMTriggersEnabled
- PlaybackGroups.AddPlayba

cksToGroup
- PlaybackGroups.CreatePlaybackGroupWithPlaybacks
- PlaybackGroups.SetCurrentPlaybackGroupFromUserNumber
- Playbacks.AppendOrInsertPlaybackStep
- Playbacks.ClearFlashPlayback
- Playbacks.CueList.CreateCueList
- Playbacks.Editor.CueSelection.SelectAll
- Playbacks.Editor.CueSelection.SelectCueByNumber
- Playbacks.Editor.EnsurePlaybackCueSelected
- Playbacks.Editor.Macros.AddLinkFromId
- Playbacks.Editor.Macros.SetTargetHandle
- Playbacks.Editor.SelectLiveCue
- Playbacks.FillCueLegend
- Playbacks.FilterByPlaybackHandle
- Playbacks.FirePlaybackAtLevel
- Playbacks.FlashPlayback
- Playbacks.IsCueHandle
- Playbacks.MergePlaybackCue
- Playbacks.PlaybackEdit.Exit

P cont.

- Playbacks.ReleaseAllPlaybacksByPriority
- 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.ClearFlash
- Programmer.Editor.Fixtures.Fan.SelectCurve
- Programmer.Editor.Fixtures.FlashOn
- Programmer.Editor.Fixtures.FlashOut
- 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.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.ToggleMappingEnable
- Triggers.ToggleMappingEnabledByHandle()

U

- UserMacros.Export
- UserMacros.RecallMacroById

V

- Visualiser.Capture.UpdatePosition

W

- Windows.Scrolling.Vertical.Scroll
- Windows.SetWindowPropert

y.Height
- Windows.SetWindowProperty.Width
- Windows.SetWindowProperty.X
- Windows.SetWindowProperty.Y
- Workspace.Record

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active artnet attribute blind bpm busking capture change chase clear colour connect create cue cuelist delete direction disable enable fade-in fan fire fixtures flash go group handle legend macro master midi overlap page palette playback priority programmer release select selected set settings shape speed tap time timecode toggle track trigger

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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 veeeery basic introduction into the format macro files are written in
- Macro Variables - defining and using variables in macros
- 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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