

# 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 200 functions explained in this wiki:

## 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 SetCurrentShape](#)

[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.CopyDestination](#)
- [Handles.CreateHandleReference](#)
- [Handles.FilterHandleOptions](#)
- [Handles.GetHandle](#)
- [Handles.GetIconId](#)
- [Handles.GetTianIdFromHandle](#)
- [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
- 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.ResetSpeedMultiplier

- Masters.SetMaster
- Masters.SetSpeed
- Masters.TapTempo
- Math.Cast.ToInteger
- Math.Cast.ToSingle
- Math.EnumAsStringEquality Converter
- Math.EqualityConverter
- Math.GetCurrentTimeStamp
- Math.AreEqual
- Math.Min
- Math.ToString
- Menu.ErrorReport
- Menu.InjectInput
- Menu.PushOrReloadMenu
- Menu.Stack.PushOrReloadM enu

## P

- Palette.ApplyPalette
- Palette.ApplyQuickPalette
- Palette.MergeCurrentPalett e
- Palette.QuickMergePalette
- Palette.StoreCurrentPalette Replace
- Panel.Midi.NoteOff
- Panel.Midi.NoteOn
- Panel.Midi.Send
- PanelManager.SetScreenState
- Patch.Repatch.ParkSelected Fixtures
- Patch.Repatch.RepatchSel ectedFixtures
- Patch.Repatch.SelectDimm erAddress
- Patch.Repatch.SetDmxAddres sesFromSelectedFixture
- Patch.Repatch.UnParkSel ectedFixtures
- Patch.SetCurrentDmxAssig nment
- PioneerDJ.SetBPMTriggersE nabled
- PlaybackGroups.AddPlayba cksToGroup
- PlaybackGroups.CreatePlay backGroupWithPlaybacks
- PlaybackGroups.SetCurrent

- PlaybackGroupFromUserNumber
- Playbacks.AppendOrInsertPlaybackStep
- Playbacks.ClearFlashPlayback
- Playbacks.CueList.CreateCueList
- Playbacks.Editor.CueSelection.SelectAll
- Playbacks.Editor.CueSelection.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.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.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.MakeTimecodeTi

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- 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.RecallMacroByIndex

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 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?

2017/10/13 15:12 · icke\_siegen

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<https://avosupport.de/wiki/> - **AVOSUPPORT**



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Last update: **2018/08/27 14:27**