

Identifier/Handle

# titanId

Within Titan, each and every single item has an Id - simply an integer number which is this item's unique identifier. This can be used to refer to a specific item by calling this object with its id.

Usually, each id is set by Titan itself - you have no means - and no reason - to alter a particular item's id. Also, that's why **you will use the titanId in macros only in rare cases: there is no practical way to find the titanId of a specific item, and it might be different in the next show.**

However, there are some reserved IDs which might be a good guess for the master IDs in new shows. **As you can see below this is not guaranteed, in particular across versions - the IDs have changed from v10 to v11:**

| Titan Id v10 | Titan Id v11 | Handle          | Description       |
|--------------|--------------|-----------------|-------------------|
| 1600         | 1605         | GrandMaster     | Grand Master      |
| 1601         | 1606         | FlashMaster     | Flash Master      |
| 1602         | 1607         | PlaybackMaster  | PlaybackMaster    |
| 1603         | 1608         | PresetMaster    | Preset Master     |
| 1604         | 1609         | RateGrandMaster | Rate Grand Master |
| 1605         | 1610         | SwopMaster      | Swop Master       |
| 1606         | 1611         | SizeGrandMaster | Size Grand Master |
| 1607         | 1612         | BPMMaster:0     | BPM Master 1      |
| 1608         | 1613         | RateMaster:0    | Rate Master 1     |
| 1609         | 1614         | SizeMaster:0    | Size Master 1     |
| 1610         | 1615         | (empty)         |                   |
| 1611         | 1616         | BPMMaster:1     | BPM Master 2      |
| 1612         | 1617         | RateMaster:1    | Rate Master 2     |
| 1613         | 1618         | SizeMaster:1    | Size Master 2     |
| 1614         | 1619         | (empty)         |                   |
| 1615         | 1620         | BPMMaster:2     | BPM Master 3      |
| 1616         | 1621         | RateMaster:2    | Rate Master 3     |
| 1617         | 1622         | SizeMaster:2    | Size Master 3     |
| 1618         | 1623         | (empty)         |                   |
| 1619         | 1624         | BPMMaster:3     | BPM Master 4      |
| 1620         | 1625         | RateMaster:3    | Rate Master 4     |
| 1621         | 1626         | SizeMaster:3    | Size Master 4     |
| 1622         | 1627         | (empty)         |                   |
| 1623         | 1628         | ABMaster        | A/B Master        |

(found by scrutinizing showfiles after uncompressing)

**ASSUMPTION** (derived from some examples)

In order to call an item by its id, you simply pass its titanId as handle, without any other identifiers:

```
<!-- function definition:
  Void Masters.TapTempo(Handle handle, DateTime panelTimeStamp)
-->

<step>Masters.TapTempo(1607, Math.GetCurrentTimeStamp())</step>
```

**Also used in**

- [Masters - BPM Master \(snippet\)](#)
- [Masters - Nudge Master Up/Down](#)
- [Masters - Rate Master Functions](#)
- [Masters - Reset and Set](#)
- [Set Grandmaster](#)
- [Masters - Size Master Functions](#)
- [Masters - BPM - Tap](#)
- [Masters - BPM Master - Set Speed](#)
- [Masters.DeadBlackOut](#)
- [Masters.DoubleOrHalfSpeedMultiplier](#)
- [Masters.NudgeDown](#)
- [Masters.NudgeUp](#)
- [Masters.ResetSpeedMultiplier](#)
- [Masters.SetMaster](#)
- [Masters.SetSpeed](#)
- [Timelines.ImportMarkersFromString](#)
- [Handle](#)
- [userNumber](#)
- [Identifiers](#)
- [Properties list](#)
- [MIDI To Web](#)
- [Handle](#)
- [Masters/ClearFlash](#)
- [Masters/DeadBlackOut](#)
- [Masters/Flash](#)
- [Masters/SetMaster](#)
- [Masters/SetSpeed](#)

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