

Types/Object/Handle

userNumber

Within Titan, each and every single item which you program has a number - simply an integer number, which you, within reason, can assign freely. In most cases, this is either not consciously used at all, or used in a user-specific system (e.g. group #1 might be the front truss or a specific group of fixtures...). The userNumber can be used to refer to a specific item. Unlike the `titanId` which is unique in a global scope (i.e. per show there can only be one item with a specific titanId), the userNumber is unique only in its context (e.g. fixtures, groups, palettes, playbacks, macros etc.): there can only be one fixture with the number 1 - any subsequently patched fixture will be given another userNumber. But there may also exist group 1, palette 1, or playback 1.

userNumber is a positive integer value.

Usually the userNumber is passed like this:

```
userNumber:2
```

```
"chaseHandleUN=10555"
```

```
"playbackHandleUN=10555"
```

Internally there is some parsing/'educated guessing' performed, depending from the very function the userNumber is sent to. There is a nice explanation in the forum here

<http://forum.avolites.com/viewtopic.php?f=20&t=5576>:

The text string should match the type of the handle you are wanting to access. So in theory you should use `cueHandle`, `chaseHandle` and `cuelistHandle` dependent on the type of playback you are using. In this case the user numbers are shared by all three types so will probably work however may have side effects in other cases. There is also a generic `playbackHandle` that can be used for all three types.

Also note that for functions that explicitly require a parameter of type handle such as `SetSourceHandleFromHandle` you do not need to prefix the string with `handle:` as it will be automatically converted.

Technically, this syntax looks like

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/classes-and-structs/named-and-optional-arguments>: you have to name the argument 'userNumber', and after a colon give the value.

ASSUMPTION

It is a reasonable assumption that `AcwUserNumber` also refers to userNumber, but in the context of the value being given in the appropriate menu.

used in

- [Chase - Change a chaser's XFade](#)
- [Playback - Fire/Release Playbacks from Username](#)
- [Playback - Record and set userNumber](#)
- [Set Playback Priority](#)
- [Group.QuickCreateGroup](#)
- [PlaybackGroups.SetCurrentPlaybackGroupFromUserNumber](#)
- [Handle](#)
- [Identifiers](#)
- [Handles.CurrentUserNumber](#)
- [Playbacks.Editor.Times.ChaseXFade](#)
- [AcwUserNumber](#)

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