Identifier

Windows

Titan has a number of workspace windows. Some are available only in a certain context, others can be opened almost anywhere.

All windows have these attributes (any attributes are written in double quotes, even a numeric type):

stackId	String, identifies the stack - always “mainWindowStack”
windowId	String, identifies the window, see below
x	Float, the window's x position (left)
y	Float, the window's y position (top)
width	Float, the window's width
height	Float, the window's height
maximised	Boolean, whether this window is maximised
regionId	Enum, on which display the window is shown (currently everything is “primary”
open	Boolean, whether this window is shown

The full workspace canvas has a dimension of 2 x x, and is divided into 12 x 8 tiles. Hence, each x part is 2/12 = 0.166, and each y part is 2/8 = 0.25.

Example:

```
<workspaceWindow stackId="mainWindowStack" windowId="Windows.Groups"
    x="0" y="0" width="1" height="0.5"
    maximised="False" regionId="primary" open="True">
```

Each window has at least one elemenmt: scroll.

```
<scroll verticalScrollOffset="0" horizontalScrollOffset="0" />
```

Additionally, the various windows may have different more child elements. For a detailled example of how windows can be opened see Create Workspaces.

Here is a list of the various windows, identified by the respective windowId:

Window name	**windowId**	**remarks**
Groups	Windows.Groups	
Colours	Windows.Colours	
Capture Settings	Windows.Visualiser.Capture.Settings	
Caspture	Windows.Visualiser.Capture	
Undo History	Windows.UndoHistoryView	
Acn Merge	Windows.AcnMerge	
Options	Windows.AllOptionsView	
Set List	Windows.SetListView	
Event Log	Windows.EventLogViewer	
Static Playbacks	Windows.StaticPlaybacks	

Window name	windowId	remarks
Keyframe Shapes	Windows.KeyFrameShapeView	
Audio Triggers	Windows.Audio	
Colour Picker	Windows.ColourPicker	
User Settings	Windows.UserSettingsView	
Intensity View	Windows.IntensityView	
Media	Windows.Media	
Master Options	Windows.MasterOptionsView	
Active Playbacks	Windows.ActivePlaybacks	
Attribute Editor	Windows.Attributes	
Gobos and Beams	Windows.Beams	
Channel Grid	Windows.ChannelGrid	
Cue View	Windows.CueView	
Dmx Settings	Windows.DmxSettings	
Dmx	Windows.Dmx	
Effects	Windows.Effects	
Groups And Palettes	Windows.Compatibility.GroupsAndPalettes	
Fixtures And Playbacks	Windows.Compatibility.FixturesAndPlaybacks	
Fixtures	Windows.Fixtures	
Fixture View	Windows.FixtureView	
Hud	Windows.Hud	
Layout Editor	Windows.LayoutEditor	
Macros	Windows.Macros	
Palette View	Windows.PaletteView	
Patch View	Windows.PatchView	
Effect Editor	Windows.EffectEditor	
Pixel Effect View	Windows.PixelEffectView	
Pixelmapper Preview	Windows.PixelMapPreview	
Playbacks	Windows.Playbacks	
Playback View	Windows.PlaybackView	
Positions	Windows.Positions	
Shape Fixture View	Windows.ShapeFixtureView	
Shape Library	Windows.ShapeLibrary	
Shape View	Windows.ShapeView	
Showfile Browser	Windows.ShowFileBrowser	
Show Library	Windows.ShowLibrary	
Timecode 1	Windows.Timecode	
Timecode 2	Windows.TimecodeTwo	
Timecode 3	Windows.TimecodeThree	
Timecode 4	Windows.TimecodeFour	
Triggers	Windows.Triggers	
Titan Server Session Settings	Windows.SessionSettings	
Titan Server Session Connection	Windows.SessionSettings.Connection	
Mobile Wing	Windows.MobileWing	

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