

Properties list

This is a list of the properties mentioned in this wiki. This can be general object's properties (e.g. [titanid](#) as property of the [handle](#) object) as well as all the system's properties (e.g. [Timecode.Enabled](#)).

A

- [Attribute.Mask.Clear.Value](#)
- [Audio.AudioTriggersEnabled](#)

C

- [Chases.ConnectedHandle](#)
- [CueLists.LiveCueNumber](#)

E

- [Editor.Shapes.EditingPlaybackShapes](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Editor.Shapes.PhaseOffset](#)
- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Editor.Shapes.Spread](#)
- [Expert.ClearMenu.FadeTime](#)
- [Expert.Legend.Set.Generic.PendingTitanId](#)
- [Expert.RecordPlayback.RecordMode.ModeOnEnter](#)

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- [Global.PageSwitchAccuracy](#)
- [Group.Numeric.IsValid](#)

H

- [HandleOptions.CueLists.FireFirstCue](#)
- [Handles.AllowEditWorkspaces](#)
- [Handles.ContextHandles](#)
- [Handles.CurrentUserNumber](#)
- [Handles.HandlesHeldover](#)
- [Handles.OperationMode](#)
- [Handles.PendingLegend](#)
- [Handles.Playbacks.Page.Ind](#)

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- [Handles.PlaybackWindow.P age.DisplayName](#)
- [Handles.PlaybackWindow.P age.Index](#)
- [Handles.SourceHandle](#)
- [Handles.SourceHandle.Lock State](#)
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- [Menu.ErrorMessage](#)

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- [Palette.CurrentPaletteHandl e](#)
- [Palette.MasterFadeTime](#)
- [Palette.MasterOverlap](#)

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- [Palette.StorePaletteMode](#)
- [Patch.CurrentDmxAssignme nt](#)
- [Patch.CurrentUserNumber](#)
- [Patch.Repatch.BunchUp](#)
- [Patch.Repatch.SelectedFixt ureHandles](#)
- [PlaybackGroups.CurrentPla ybackGroup](#)
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- [Playbacks.Editor.SelectedPl ayback](#)
- [Playbacks.Editor.Times.Cha seFixtureOverlap](#)
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- [Playbacks.Editor.Times.Cha seXFade](#)
- [Playbacks.Editor.Times.Cue FadeInTime](#)
- [Playbacks.Editor.Times.Cue FixtureOverlap](#)
- [Playbacks.Editor.Times.Cue Mode](#)
- [Playbacks.Editor.Times.Play backReleaseTime](#)
- [Playbacks.Editor.Times.Play backSpeed](#)
- [Playbacks.MasterReleaseTi](#)

me

- Playbacks.PendingLegend
- Playbacks.PlaybackEdit.Handle
- Playbacks.RecordMode
- Playbacks.ReleasePriority
- Programmer.BlindActive
- Programmer.CurrentProgrammerIds
- Programmer.Editor.Fixtures.AlignAddAllToProgrammer
- Programmer.Editor.Fixtures.AlignCopyPaletteReferences
- Programmer.Editor.Fixtures.AlignMode
- Programmer.Editor.Fixtures.Clear.Presets
- Programmer.Editor.Fixtures.ClearAlignMask
- Programmer.Editor.Fixtures.Fan.GroupOptions
- Programmer.Editor.Fixtures.Fan.SegmentCount

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- Programmer.Editor.Fixtures.Fan.SelectedFanCurveId
- Programmer.Editor.Fixtures.WheelsControlAttribute

S

- Selection.Context.Global.Direction
- Selection.Context.Global.RepeatPattern
- System.ExternalDisplay.Enabled

T

- Timecode.Enabled
- Timecode.TimecodeOne.IsControlAllowed
- Timecode.TimecodeOne.Source
- Triggers.PendingTriggerTarget
- Triggers.SelectedMappingId

U

- [UserMacros.CurrentUserNumber](#)

V

- [Visualiser.Capture.AmbientLighting](#)
- [Visualiser.Capture.Atmosphere](#)
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- [Windows.PatchView.HandleS](#)
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- [Windows.ShowLibrary.SelectedFilter](#)
- [Windows.windowId.ButtonSize](#)
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