

# Properties list

Stricly, this is only about the system's properties (e.g. [Timecode.Enabled](#)).

In contrast, general object's properties (e.g. [titanid](#) as property of the [Handle](#) object) are explained at the respective objects.

## 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](#)

## G

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

## H

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

- [Handles.Playbacks.Page.Index](#)
- [Handles.PlaybackWindow.Page.DisplayName](#)
- [Handles.PlaybackWindow.Page.Index](#)
- [Handles.SourceHandle](#)
- [Handles.SourceHandle.LockState](#)
- [Handles.ThroughModifier](#)

## M

- [Menu.ErrorMessage](#)

## P

- [Palette.CurrentPaletteHandle](#)
- [Palette.MasterFadeTime](#)

## P cont.

- [Palette.MasterOverlap](#)
- [Palette.StorePaletteMode](#)
- [Patch.Repatch.SelectedFixtureHandles](#)
- [PlaybackGroups.CurrentPlaybackGroup](#)
- [Playbacks.Editor.Macros.Target.Handle](#)
- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.ChaseFixtureOverlap](#)
- [Playbacks.Editor.Times.ChaseSpeed](#)
- [Playbacks.Editor.Times.ChaseXFade](#)
- [Playbacks.Editor.Times.CueFadeInTime](#)
- [Playbacks.Editor.Times.CueFixtureOverlap](#)
- [Playbacks.Editor.Times.CueMode](#)
- [Playbacks.Editor.Times.PlaybackReleaseTime](#)
- [Playbacks.Editor.Times.PlaybackSpeed](#)
- [Playbacks.MasterReleaseTime](#)
- [Playbacks.PendingLegend](#)
- [Playbacks.PlaybackEdit.Han](#)

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- 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
- Programmer.Editor.Fixtures.Fan.SelectedFanCurveId

P cont.

- 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.Ambient Lighting](#)
- [Visualiser.Capture.Atmosphere](#)
- [Visualiser.Capture.AtmosphereContrast](#)
- [Visualiser.Capture.AtmosphereSpeed](#)
- [Visualiser.Capture.AutomaticQuality](#)
- [Visualiser.Capture.BloomAmount](#)
- [Visualiser.Capture.Capture RenderingSettings](#)
- [Visualiser.Capture.Exposure Adjustment](#)
- [Visualiser.Capture.ShowDiagnostics](#)
- [Visualiser.Capture.SpillLighting](#)

## W

- [Windows.PatchView.Handles](#)
- [Windows.ShowLibrary.Filter Text](#)
- [Windows.ShowLibrary.SelectedFilter](#)
- [Windows.windowId.ButtonSize](#)
- [Windows.windowId.Current Page](#)
- [Windows.windowId.FixedColumns](#)
- [Windows.windowId.FixedRows](#)
- [Windows.windowId.Pages](#)
- [Windows.windowId.TextSize](#)

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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?

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