Enum

Data of the Enum, or Enumerated, type is data with a fixed, limited number of options. Usually (as far as to be seen in Titan) the options need to be given as String.

As far as known, the possbible values for a property of type Enum should be denoted in the property's wiki post - see the properties below in Also used in

Examples:

- a cue's fade mode can only be of “Mode0”, “Mode1”, “Mode2”, or “Mode3”
- the overall playback paging can only be of “AlwaysHold”, “NeverHold”, or “Normal”

Some (few) enumerations are listed in the online documentation - just scroll to the end in the left-hand contents frame, e.g.

- AcwRecordMask
- GroupLayoutMode
- AcwTimecodeSource

Also used in

- Playback - Set lock state
- Handles.SetLockState
- Math.EnumAsStringEqualityConverter
- Math.ToEnum
- Triggers.AddMidiTrigger
- Triggers.SetPendingTargetHardware
- MenuEventTypes
- PanelMidiCommands
- Windows
- Expert.RecordPlayback.RecordMode.ModeOnEnter
- Handles.HandlesHeldover
- Handles.OperationMode
- Handles.SourceHandle.LockState
- Palette.StorePaletteMode
- Patch.Repatch.BunchUp
- Playbacks.Editor.Times.CueMode
- Playbacks.RecordMode
- Playbacks.ReleasePriority
- Programmer.Editor.Fixtures.AlignMode
- Programmer.Editor.Fixtures.Fan.GroupOptions
- Programmer.Editor.Fixtures.Fan.SelectedFanCurveId
- Programmer.Editor.Fixtures.WheelsControlAttribute
- Selection.Context.Global.Direction
- Timecode.TimecodeOne.Source
- Visualiser.Capture.CaptureRenderingSettings
- Windows.windowId.ButtonSize
- Windows.windowId.TextSize

- Flag
- Types

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

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