

Currently to do

This is just a scratchpad of what to do next in this wiki - feel free to register and contribute.

Missing articles

#	ID	Links
1	macros:control_structures:menulink	4 : Show backlinks
2	personality:attribute_id	3 : Show backlinks
3	external:midi_feedback	2 : Show backlinks
4	external:midi_notes_and_cc	2 : Show backlinks
5	macros:function:programmer.editor.fixtures.incrementdimmer	2 : Show backlinks
6	macros:identifier:macroid	2 : Show backlinks
7	macros:property:palette.numeric.inputvalue	2 : Show backlinks
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9	macros:type:acwframerate	2 : Show backlinks
10	personality:compatibility_attributes	2 : Show backlinks
11	ai:modules:display:aioutputrenderer	1 : Show backlinks
12	ai:modules:display:video_out	1 : Show backlinks
13	external:midi_show_control	1 : Show backlinks
14	luminex:ma3-net	1 : Show backlinks
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16	macros:control_structures.start_end	1 : Show backlinks
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18	macros:converter:math.enumsasstringequalityconverter	1 : Show backlinks
19	macros:example:level_notation	1 : Show backlinks
20	macros:function:chases.play	1 : Show backlinks
21	macros:function:colour.applycolourfilterbyindex	1 : Show backlinks
22	macros:function:editor.timelines.setcontexttimeline	1 : Show backlinks
23	macros:function:fixtures.patch.freezefixtures	1 : Show backlinks
24	macros:function:lockmode.lockconsole	1 : Show backlinks
25	macros:function:menu.exitrootorlatched	1 : Show backlinks
26	macros:function:playbacks.clearflashtimedplayback	1 : Show backlinks
27	macros:function:playbacks.editor.autoload.add	1 : Show backlinks
28	macros:function:playbacks.editor.autoload.remove	1 : Show backlinks
29	macros:function:playbacks.editor.autoload.setplaybackautoload	1 : Show backlinks
30	macros:function:playbacks.editor.cueselection.clear	1 : Show backlinks
31	macros:function:playbacks.editor.selectcuefromviewing	1 : Show backlinks
32	macros:function:playbacks.flashtimedplayback	1 : Show backlinks
33	macros:function:programmer.editor.fixtures.setcontrolvaluebyname	1 : Show backlinks
34	macros:function:programmer.editor.fixtures.setselectedcontrolsfrozen	1 : Show backlinks
35	macros:function:timecode.asobservable	1 : Show backlinks
36	macros:namespace:fixtures	1 : Show backlinks
37	macros:namespace:timelines	1 : Show backlinks

38	macros:property:custom	1 : Show backlinks
39	macros:property:handleoptions.playbacks.priority	1 : Show backlinks
40	macros:property:handles.colours.changepage	1 : Show backlinks
41	macros:property:handles.colours.page.index	1 : Show backlinks
42	macros:property:handles.macros.page.index	1 : Show backlinks
43	macros:property:handles.playbacks.page.displayindex	1 : Show backlinks
44	macros:property:handles.playbacks.page.displayname	1 : Show backlinks
45	macros:property:handles.playbackwindow.changepage	1 : Show backlinks
46	macros:property:playbacks.editor.times.cuefadeouttime	1 : Show backlinks
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48	macros:property:timecode.timecodeone.livetime	1 : Show backlinks
49	macros:syntax:codeblocks	1 : Show backlinks
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52	macros:type:menuitem	1 : Show backlinks
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61	webapi:requests:handles_setsourcehandlefromhandle	1 : Show backlinks
62	webapi:requests:macros:run	1 : Show backlinks
63	webapi:requests:palette:numeric:inputvalue	1 : Show backlinks
64	webapi:requests:playback	1 : Show backlinks
65	webapi:requests:playback_x	1 : Show backlinks
66	webapi:requests:playback_x_cue_y	1 : Show backlinks
67	webapi:requests:playbacks_replaceplaybackcue	1 : Show backlinks
68	webapi:requests:playbacks_storecue	1 : Show backlinks
69	webapi:requests:programmer_editor_fixtures_setcontrolvaluebyname	1 : Show backlinks
70	webapi:requests:selection_context_programmer_selectfixture	1 : Show backlinks
71	webapi:requests:timecode.timecodeone.setstarttime	1 : Show backlinks

To Do

- elaborate on [wishlist](#)
- Write a little howto on the namespace structure in Ai
- Ai templates
- handle notation: chaseHandleUN, paletteHandleUN, cueHandleUN, playbackHandleUN, masterHandleID, trackHandleID, groupHandleUN, see also <http://forum.avolites.com/viewtopic.php?f=20&t=6196&p=22250#p22250>
- list more FixtureControlIDs ([FixtureControlId](#)), e.g. Shutter or Prism. They are in the show only if such a fixture is patched
- Gregory on casts inside code blocks and custom variables:

- Gregory on filters/casts: [gregory_codeblocks_cast.pdf](#)
[20211222_gregory_filters.pdf](#)

complete articles

see above

Identifiers

See below for the planned structure of types, object types, identifiers

Identifiers

- Elaborate on identifiers.
- Examples
- Groups

Maskids

see <http://forum.avolites.com/viewtopic.php?f=20&t=5936#p21411>

Menuitem

see [Off/On Attribute \(snippets\)](#)

not yet possible

- access Capture cameras, see <http://forum.avolites.com/viewtopic.php?f=20&t=5940>

all the tbd's

- [altering_macros_when_used_in_a_show](#)

questions

- how to display multiline messages in [Show a message prompt](#)
- what happens in [Playback - Fire/Release Playbacks from Usernumber](#) with multiple sequential steps, with release time - do they release simultaneously, or consecutively?

debugging macros

- empty if hive, see [Control Structures](#)

sACN triggers

- trigger a master (e.g. speed) in order to fade it over time
- trigger macros on single cues
- invert something (but why...)
- virtual Capture multipatch
- size master?

WebAPI

- Structure/sections
- example reset:

reset.zip

- release playbacks groups and masters for a range of consoles

- Olie's templates: <https://github.com/owaits/avolites-webcomponents>
- set attribute value, see <https://forum.avolites.com/viewtopic.php?f=21&t=5189&p=18677#p18677>
- elaborate on webassembly; Reaper Reader etc.
- WebAPI tied to UI on different port:

api_ui_port.pdf

- creating palettes and set legend:

webapi_palette.txt

- Gordon Clarke controlling Cuelists (Messenger 16.09.21)

```
http://localhost:4431/titan/script/2/Menu/InjectInput?type=OnButtonDown&id=GoBack&group=NoGroup&index=0
```

```
http://localhost:4431/titan/script/2/Macros/Run?macroId=Avolites.Macros.Go
```

```
http://localhost:4430/titan/script/2/Macros/Run?macroId=Avolites.Macros.GoBack
```

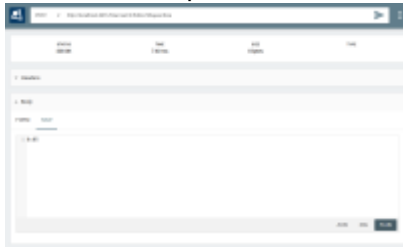
```
http://localhost:4430/titan/script/2/CueLists/Play?handle_userNumber=6
```

```
http://localhost:4430/titan/script/2/CueLists/GoBack?handle_userNumber=6
```

```
http://localhost:4431/titan/script/2/Menu/InjectInput?type=OnButtonDown&id=Go&group=NoGroup&index=0
```

- <https://bitbucket.org/mdengineering/titan-usittascii/src/master/>
- <https://github.com/owaits/avolites-patchImport>
- Gregory (28.02.24): set User Numer, incl. casting and syntax:
20240228_gregory_webapi_setusernumber.pdf
- Gregory (15.04.24): set property, with more casting:
webapi_currentpalette.pdf
- get attribute value:
api_getvalue.txt
- create new palette (with explanation about 4430 and 4431):
<http://forum.avolites.com/viewtopic.php?f=21&p=24858>, see
apicreatenewpalette.txt
- select group: http://localhost:4431/titan/script/2/Group/RecallGroup?handle_userNumber=1
- create shape:
<http://localhost:4431/titan/script/2/Editor/Shapes/CreateShape?shapId=1&runOnCells=0&absolute=true>
- set shape size: POST <http://localhost:4431/titan/set/2/Editor/Shapes/Size> (use an extension like

RestMan and put 0.05 in the body as raw data, to set the shape size to 5%). See



ASCII

MD (Mark Daniel's) Engineering's ASCII importer

- <http://forum.avolites.com/viewtopic.php?f=3&t=5171&p=18745#p18745>
- <https://bitbucket.org/mdengineering/titan-usittascii>

external control

- external control, example of rtpMidi:
<https://www.facebook.com/groups/Avolites/permalink/1784457491686477/>
- vVIMTC plugin for Reaper, see AdB, <https://forum.cockos.com/showthread.php?t=43606>,
vvimtc_generator.txt

this is supposedly also possible without a timecode track

- need to call ClearSelectionHighlights when moving, see
gregory_move_clearhighlights.pdf

examples

- check IDs and filenames of current examples
- handle range, emails 30.08./03.09., also link to
<http://forum.avolites.com/viewtopic.php?f=20&t=5848&p=21193>
- fire macros by triggers (sACN console to itself), see
<http://forum.avolites.com/viewtopic.php?f=20&t=5573#p21114>
- write some words regarding saving patches (in the ai:specifics section)
- Sammlung, siehe FB Florian Engelmoehr 29.01.2019:
checkgroupexists.xml
- FB Florian Engelmoehr, store palette:
1test2.xml
- check if handle is already in use, with casting:
<http://forum.avolites.com/viewtopic.php?f=20&t=5997#p21633>
- Macros Robin Lotze, email 07.03.19
- converters, see <http://forum.avolites.com/viewtopic.php?f=20&t=5962> (Math.EqualityConverter,
Math.EnumAsStringEqualityConverter)
- CreateShape, see slack/Flo, 08.07.19
- select multiple fixtures with Selection.Context.Programmer.SelectFixtures("Fixtures", {1,2,3}),
see <http://forum.avolites.com/viewtopic.php?f=20&t=6420>
- is SetLevel limited to already fired playbacks like Fraser thinks?
<https://www.facebook.com/groups/1811437589141428/permalink/2695092050775973/?comme>

[nt_id=2695129944105517&reply_comment_id=2695143527437492](#)

- flash Pb and Groups, see email Andreas Buhr 08.07.20
- MIDI feedback, see <http://forum.avolites.com/viewtopic.php?f=3&p=22925#p22925>

Forum done until 01.03.19

setting timecode via WebAPI doesn't need a TimecodeTime object:

```
http://localhost:4430/titan/script/2/Timecode/TimecodeOne/SetStartTime?time=05:04:03:02
```

see <https://www.facebook.com/groups/1811437589141428/posts/3157429167875590/>

Timecode.TimecodeOne.SetStartTime and TimecodeTime object, see <http://forum.avolites.com/viewtopic.php?f=20&t=6298>

(Gregory, 27.08.2018)

Unfortunately no I don't think there is any way to tell for sure. However generally older parts of the software such as Handles and Palettes will require function calls whereas newer or rewritten code such as Edit Times, Playback Options, Timecode and Capture settings will normally respond directly to the property changes. This is mainly because the latter was not always possible and we don't generally rewrite working code unless there is a need to as this runs the risk of introducing bugs.

is there a way to tell whether setting a property is enough (like in `ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackReleaseTime", time:0)`) or both must be done (property set AND function applied, like with `lockState`)?

[Gregory, Email 11.12.19 re. new variables: automatic definition of variables:](#)

[gregory_variables.pdf](#)

[Toggle Trigger Mappings in v12, see](#)

<https://www.facebook.com/groups/Avolites/permalink/1766567636808796/> and <http://forum.avolites.com/viewtopic.php?f=3&t=6337>, and

[toggletriggermappings.xml](#)

However this start/end thing prevents macros to load in versions pre 14

Example for version checking, syntax of nested quotes etc.

```
<macro name="Set PB 903 legend" id="Macros.SetPB903Legend">
  <description></description>
  <sequence>
    <step>Handles.SetSourceHandleFromHandle("playbackHandleUN=903")</step>
    <step condition="Math.String.StartsWith(System.SoftwareVersion, '13')">{
      ActionScript.SetProperty("Handles.PendingLegend", "This is v13");
      Handles.SetLegend();
      Handles.ClearSelection();
    }</step>
```

```
</sequence>
</macro>
```

Example for reversing, offsetting and restarting shapes (Matias Muccillo), see <https://www.facebook.com/groups/Avolites/permalink/1799612296837663/>

mm-symmetrical-shape.xml

Elaborate on trigger software usage on [Software List](#), e.g. Show Cockpit from https://www.facebook.com/groups/Avolites/?post_id=1830168723782020&comment_id=1830316103767282

matias Mucillos setup macro:

mm_store_playback_test.xml

[new way of writing conditions, use of variable, cast doesn't work inside clock - see Gregory's mail of 21.04.2021 and](#)

setfadein.zip

(this is a further development from [Playback - Set fade-in time](#))

set halo colour, see Gregory's email 07.01.19:

```
<sequence>
  <step>Handles.SetSourceHandleFromHandle("chaseHandleUN=22")</step>
  <step>ActionScript.SetProperty("Handles.PendingHalo",
colour:"#ffff0000")</step>
  <step>Handles.SetHalo()</step>
  <step>Handles.ClearSelection()</step>
</sequence>
```

link macro to cuelist cue, Sebastiaan Groen (Messenger 02.06.21)

```
<sequence>
  <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"Location=Playbacks,1,1")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=Playba
cks,1,1", 1)</step>
<step>Playbacks.Editor.Macros.AddLinkFromId("Avolites.Macros.OpenWorkspaceWi
ndow")</step> <!--example Macro-->
</sequence>
```

[additionally add/remove macros as per Roger Piqué \(messenger 14.04.22\):](#)

roger_addmacro.xml

selection by pattern which is always done through RunCommand, see [Quick-Create groups](#) additionally Gregory's comment, email 10.06.21:

It won't make much difference but in principle you could select the group and set the pattern in

one command e.g. `Command.RunCommand("GROUP 1 PATTERN 1.1")`. The function used when holding down a group is slightly different `Command.RunGroupCommand(Group.CurrentGroupUserNumber, "PATTERN 1.1")` which ends up running the same command string as above but changes an option for how the group is toggled. From what I can tell the difference is that `RunGroupCommand` will deselect fixtures if they are already selected but the normal command will always add to the select and never remove. Even though the factory macro sets the `Selection.Context.Global.RepeatPattern` property it does not look like the software normally does this and will therefore leave it as the user has last set it.

[select handle to set options:](#)

`select_handle_for_setting_options.pdf`

[all user settings:](#)

`missing_settings.xml`

`settings_neu.xml`

[set timeline cursor position:](#)

```
ActionScript.SetProperty("Editor.Timelines.ContextTimeline.CursorPosition",  
Timecode.AsObservable(Timecode.MakeTimecodeTime(1, 00, 00, 00, false, 100)))
```

(messenger Roger Pique 06.04.22)

[Gregory Haynes on time objects and timeline functions:](#)

`gregory_timeline.pdf`

[first timeline examples:](#)

```
<?xml version="1.0" encoding="utf-8"?>  
<avolites.macros>  
  
  <!-- play/pause by usernumber 1 -->  
  <macro id="Avolites.Macros.Timeline1.Play" name="Play Timeline 1">  
    <sequence>  
      <step>Timelines.PlayTimeline(userNumber:1)</step>  
    </sequence>  
  </macro>  
  <macro id="Avolites.Macros.Timeline1.Pause" name="Pause Timeline 1">  
    <sequence>  
      <step>Timelines.PauseTimeline(userNumber:1)</step>  
    </sequence>  
  </macro>  
  
  <!-- play/pause by location - playbacks page 1 slot 1 -->  
  <macro id="Avolites.Macros.TimelinePB1.1.Play" name="Play Timeline PB  
1.1">  
    <sequence>  
      <step>Timelines.PlayTimeline("Location=Playbacks,1,1")</step>
```

```

    </sequence>
  </macro>
  <macro id="Avolites.Macros.TimelinePB1.1.Pause" name="Pause Timeline PB
1.1">
    <sequence>
      <step>Timelines.PauseTimeline("Location=Playbacks,1,1")</step>
    </sequence>
  </macro>

</avolites.macros>

```

Gregory (21.07.22): Off Palette Groups:

offpalettegroup.xml

Gregory (15.08.22): no numbers in property names

gregory_no_numbers_in_property_names.pdf

Gregory (13.01.23): invert selected fixtures

gregory_toggleinvert.pdf

<http://forum.avolites.com/viewtopic.php?f=20&p=24490>:

I didn't find a way to retrieve the usernumber of the current layout. But if you can live with using the legends (Layout 1, Layout 2 etc. - or you change the converterParameter accordingly) then this would work:

```

<macro id="Avolites.Macros.SelectLayout_2" name="Select layout UN 2">
  <active binding="{propertyLink id='Editor.Layouts.ContextLayout.Legend'
converter='Math.EqualityConverter' converterParameter='Layout 2'}"/>
  <sequence>
    <step>Editor.Layouts.SetContextLayoutFromUserNumber(2)</step>
  </sequence>
</macro>

```

timeline macros, see

timelinemacros.xml

(14.02.24)

20240407

from facebook: create cuelist and write timecode

createCuelistWithTc.xml

```

<?xml version="1.0" encoding="utf-8"?>

<!-- see

```

```

https://www.facebook.com/groups/Avolites/posts/3064252807040266/ -->
<avolites.macros>
  <macro id="UserMacro.CreateCueList4">
    <name>A14Create Cuelist</name>
    <sequence>
      <step>Playbacks.CueList.CreateCueList("Playbacks", 0)</step>
    <step>Playbacks.Select.EditHandle("Location=Playbacks,1,0")</step>
      <step>Handles.SetSourceHandle("Playbacks", 0)</step>
    <step>Playbacks.Timecode.ToggleEnabled.Handle(Handles.SourceHandle)</st
    ep>
      <step>Handles.SetSourceHandleFromHandle(null)</step>
    <step>Playbacks.AppendOrInsertPlaybackCue(Playbacks.PlaybackEdit.Handle
    ,1)</step>
      <step>Playbacks.SetCueLegend(Playbacks.PlaybackEdit.Handle,1,
    "Song Start")</step>
      <!-- Fails
    <step>ActionScript.SetProperty("Playbacks.Editor.Timecode.CueTimecodeDi
    sabled",Disabled)</step> -->
      <step>Timecode.SetCueTimecodeWithCueNumber(
        Playbacks.PlaybackEdit.Handle,1.0,Timecode.MakeTimecodeTime(1,
    00, 00, 00, false, 100)
      )</step>
      <step>Playbacks.PlaybackEdit.Exit()</step>
    </sequence>
  </macro>

  <!-- added set timecode source -->
  <!-- explanation:
    (1) In order to set a playback's options you still need to have it
    set as SourceHandle,
        hence I commented the line where you nullify this (you may want
    to do this later...)
    (2) In order to set a playback's options you need to call
    FilterHandleOptions()
    (3) My favourite errors in the API documentation: this is an Enum,
    and valid options are
        Timecode1Id, Timecode2Id etc., and to set such enums you need
    to apply some doublequotes:
        the correct line reads
    <step>ActionScript.SetProperty.Enum("HandleOptions.CueLists.TimecodeSou
    rce","Timecode3Id")</step>
    -->

  <macro id="UserMacro.CreateCueListSetSource">
    <name>Create Cuelist and Set TC Source</name>
    <sequence>
      <step>Playbacks.CueList.CreateCueList("Playbacks", 0)</step>
    <step>Playbacks.Select.EditHandle("Location=Playbacks,1,0")</step>
      <step>Handles.SetSourceHandle("Playbacks", 0)</step>
    <step>Playbacks.Timecode.ToggleEnabled.Handle(Handles.SourceHandle)</st
  
```

```

ep>
    <!-- <step>Handles.SetSourceHandleFromHandle(null)</step> -->
<step>Playbacks.AppendOrInsertPlaybackCue(Playbacks.PlaybackEdit.Handle
,1)</step>
    <step>Playbacks.SetCueLegend(Playbacks.PlaybackEdit.Handle,1,
"Song Start")</step>
    <!-- Fails
<step>ActionScript.SetProperty("Playbacks.Editor.Timecode.CueTimecodeDi
sabled",Disabled)</step> -->
    <step>Timecode.SetCueTimecodeWithCueNumber(
    Playbacks.PlaybackEdit.Handle,1.0,Timecode.MakeTimecodeTime(1,
00, 00, 20, false, 100)
    )</step>
    <step>Handles.FilterHandleOptions()</step>
<step>ActionScript.SetProperty.Enum("HandleOptions.CueLists.TimecodeSou
rce","Timecode3Id")</step>
    <step>Playbacks.PlaybackEdit.Exit()</step>
</sequence>
</macro>

</avolites.macros>

```

A similar question answered by Gregory, with further details:

[createcuelist.pdf](#)

20240707

from FB, <https://www.facebook.com/groups/Avolites/posts/3137723979693148/>

Macro to set a playback's level and move the fader.

See also GH's email (SB private).

[enableCue.xml](#)

```

<?xml version="1.0" encoding="utf-8"?>

<!-- enable/disable a cueLists cue -->

<!-- see http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856 -
->

<avolites.macros>
    <macro id="UserMacro.testFirePB16.Page">
        <name>_Test FPB 16 w. Page</name>
        <sequence>
            <step pause="0.05">Handles.Playbacks.ChangePage(99)</step>
            <step
pause="0.05">Playbacks.FirePlaybackAtLevel("Location=Playbacks,1,1",

```

```
level:0.6, true)</step>
  <step pause="0.05">Handles.Playbacks.ChangePage(0)</step>
</sequence>
</macro>
</avolites.macros>
```

20240709

from forum: enable/disable a cuelist's cue see

<http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856>

enableCue.xml

```
<?xml version="1.0" encoding="utf-8"?>

<!-- enable/disable a cuelists cue -->

<!-- see http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856 -
->

<avolites.macros>
  <macro name="__PB 100 enable cue 10" id="Wiki.Macros.PB100.Cue100n">
    <sequence>
      <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=100")</step>
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"playbackH
andleUN=100", 10)</step>
      <step>ActionScript.SetProperty.Boolean("Playbacks.Editor.Times.Disabled
", false)</step>
    </sequence>
  </macro>
  <macro name="__PB 100 disable cue 10" id="Wiki.Macros.PB100.Cue100ff">
    <sequence>
      <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=100")</step>
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"playbackH
andleUN=100", 10)</step>
      <step>ActionScript.SetProperty.Boolean("Playbacks.Editor.Times.Disabled
", true)</step>
    </sequence>
  </macro>
</avolites.macros>
```

Update SetCurrentShapesDirection for v17, see

allshapesdirection.xml

Nudge Timecode, Daniel Dai/Messenger/20250226

```

<macro id="User.Macros.CueListTimecodeOffsetAdd" name="002CueList TC +1">
  <sequence>
    <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", null)-->
    <step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1")</step>
    <step>Playbacks.Editor.Timecode.Add(Timecode.MakeTimecodeTime(00, 00, 01, 00, false, 100))</step>
    <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>

    <step>Playbacks.Editor.CueSelection.Clear()</step>
  </sequence>
</macro>

<macro id="User.Macros.CueListTimecodeOffsetSub" name="002CueList TC -1">
  <sequence>
    <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", handle:"cueListHandleUN=1")</step>
    <step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1")</step>
    <step>Playbacks.Editor.Timecode.Subtract(Timecode.MakeTimecodeTime(00, 00, 01, 00, false, 100))</step>
    <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>

    <step>Playbacks.Editor.CueSelection.Clear()</step>
  </sequence>
</macro>
</avolites.macros>

```

TCOffset.xml

```

<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <macro id="User.Macros.CueListTimecodeOffsetAdd" name="002CueList TC
+1">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"cueListHandleUN=1")</step>
<step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1
")</step>
    <step>Playbacks.Editor.Timecode.Add(Timecode.MakeTimecodeTime(00,
00, 01, 00, false, 100))</step>
    <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>
    <step>Playbacks.Editor.CueSelection.Clear()</step>
    </sequence>
  </macro>

  <macro id="User.Macros.CueListTimecodeOffsetSub" name="002CueList TC
-1">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"cueListHandleUN=1")</step>
<step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1
")</step>
<step>Playbacks.Editor.Timecode.Subtract(Timecode.MakeTimecodeTime(00,
00, 01, 00, false, 100))</step>
    <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>
    <step>Playbacks.Editor.CueSelection.Clear()</step>
    </sequence>
  </macro>
</avolites.macros>

```

```
</macro>
```

```
</avolites.macros>
```

20250422

```
<!-- Daniel Dai, 18.04.24, Messenger -->  
<!-- note the formatting of the variables -->
```

```
<macro id="Wiki.Macros.CreateCircle" name="Create Circle Shape">  
  <sequence>  
    <step>Editor.Shapes.CreateShape("1", 1, true)</step>  
  </sequence>  
</macro>
```

```
<!-- abuse Palette.Numeric.InputValue in order to feed some numeric input  
into a macro -->
```

```
<!-- April 2025, Daniel Dai, Messenger -->
```

```
<!-- Usage: enter a number, hit Exit, select fixtures, fire macro -->
```

```
<macro id="Wiki.Macros.Patternlin2" name="Pattern 1 in 2">  
  <sequence>  
    <step>Command.StartNewCommand()</step>  
    <step>Command.AppendString("PATTERN")</step>  
    <step>Command.AppendNumeral((int:Palette.Numeric.InputValue / 2),  
false)</step>  
    <step>Command.AppendString("IN")</step>  
    <step>Command.AppendNumeral((int:Palette.Numeric.InputValue),  
false)</step>  
    <step>Command.RunCommand(Command.CommandLineText)</step>  
  </sequence>  
</macro>
```

```
<!-- abuse Palette.Numeric.InputValue in order to feed some numeric input  
into a macro -->
```

```
<!-- April 2025, Daniel Dai, Messenger -->
```

```
<!-- Usage: enter a number, hit Exit, fire macro - in order to select a  
specific playback -->
```

```
<!-- also shows example XmlNodeNames -->
```

```
<macro id="Wiki.Macros.SetSource.Cue" name="Set Source Cuehandle">  
  <sequence>  
<step>Handles.SetSourceHandleFromHandle(Handles.GetHandleFromUserNumber("cue  
Handle", int:Palette.Numeric.InputValue))</step>  
  </sequence>  
</macro>  
  
<macro id="Wiki.Macros.SetSource.Playback" name="Set Source
```

```

Playbackhandle">
  <sequence>
<step>Handles.SetSourceHandleFromHandle(Handles.GetHandleFromUserNumber("playbackHandle", int:Palette.Numeric.InputValue))</step>
  </sequence>
</macro>

```

20260611

```

<?xml version="1.0" encoding="utf-8"?>

<!-- https://www.facebook.com/groups/Avolites/permalink/3928061420659396/ -->
->
<!-- reset some cuelists at once -->

<!--
-->

<avolites.macros>
  <macro id="Wiki.Macros.resetCL.1" name="Reset Cuelists 1 2 3">
    <sequence>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=1",1.0)</step>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=2",1.0)</step>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=3",1.0)</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.resetCL.2" name="Reset and Go Cuelists 1 2 3">
    <sequence>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=1",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=1")</step>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=2",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=2")</step>
      <step pause="0.01">CueLists.SetNextCue("cueListHandleUN=3",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=3")</step>
    </sequence>
  </macro>
</avolites.macros>

```

Titan Tricks

- convert chase to list by syntax, see <https://www.facebook.com/groups/AvolitesTitanOne/permalink/1593613030774823/>
- use macro on single cue (with sACN triggers)
- create a group master on old software (with negative shape)
- create a size master on v9 (clock shape triggered with sACN and inverted curve)
- fade fx size/rate over time (in cue list, with a master being triggered by a virtual dimmer channel)

- make a pixel effect track (cuelist cue fires macro which toggles an external playback on/off)
- special cuelist (fader fires cue 1, go toggles between 2 and 3), see <https://www.facebook.com/groups/260735644292354/permalink/732708060428441>
- use clock as timer/stop watch, see <https://www.avolites.de/wiki/macros:example:timecodestartstop> and <https://www.facebook.com/groups/Avolites/permalink/1444431649022398/>
- Titan Ports, see

titan_ports.xlsx

- set Fixture Library date to avoid Health Check:

Windows Registry Editor Version 5.00

```
[HKEY_LOCAL_MACHINE\SOFTWARE\Avolites\Titan\Libraries]
"VersionDateTime"="2028-08-14 05:49:32"
```

- usage of task Scheduler to start other things automatically, see [tnp_task_scheduler.zip](#)

MIDI

- MSC, https://www.facebook.com/groups/Avolites/permalink/1713549732110587/?comment_id=1714066365392257
- MSC specification: <http://www.richmondsounddesign.com/docs/midi-show-control-specification.pdf>
- MMC, siehe Macros Olie (Email 03./05.12.19)
- MTC über Netzwerk?
- MIDI Output, Loopback: <https://www.facebook.com/groups/1811437589141428/permalink/2503806193237894/>

AI knowledge base

- d4mance/BC 2014
- d4mance/BC 2016
- patches from forum
- pictures on welcome pages/section headers
- how to make use of a patch on the performance page (Patch IO, texture port), and how to set its thumbnail
- Pip and Multi Screen projects
- Multiviewer (TH):
 - AI OUTPUTS
 - RenderToTexture
 - Sample Texture Region
 - Clear
 - Render Merge
 - output/Window (off/on by Artnet)
- clock/countdown (SB/Arran)
- controlling from Q-Sys via UDP, text scroller (project A. Keil June 2020, with help from TH and CA)

Ai tricks and pitfalls

- renumbering fixtures
- no audio files on the performance page!
- how to enable tap tempo (tap widget, system settings, Beat settings per tile)
- antialiasing (double resolution, see movingscreens/email)
- what is saved where
- how to save and use clip collections
- how to create a project thumbnail
- wrong codec may even disturb playmodes
- MPEG Streamclip for transcoding
- MIDI trigger on the performance page requires MIDI notes - ControlChange doesn't work here

Is there a wiki plugin to show a number of random pages from the namespace, e.g. in Ai/Examples?

Types/Identifiers Hierarchy

identifiers (essentially this is the most common ways to identify particular items)

Clear mask: Intensity=1, Positions=2, Colours=4, Gobos=8, Beam=16, Effect = 32, Special = 64, FX = 128, Time = 256 also see AcwRecordMask?!?

See <http://api.avolites.com/11.0/Avolites.Acw.Titan.AcwRecordMask.html>

Discussion threads

Macro - Export Macro	2025/04/28 07:16	2 Comments
Set All Shapes Direction	2024/10/23 23:12 Sebastian Beutel	1 Comment
Inhibit selected fixtures dimmer	2023/02/28 12:25 Sebastian Beutel	1 Comment
Set a Handle's Halo	2021/05/29 18:08 Sebastian Beutel	2 Comments
Delete Workspace X	2018/06/12 13:05 Sebastian Beutel	1 Comment
Timecode - Toggle On/Off for particular playback	2017/11/20 16:39 Sebastian Beutel	1 Comment
Playback - Set Paging to Never Hold	2017/11/20 15:52 Sebastian Beutel	1 Comment
MIDI Note On/Off	2017/10/15 09:19	1 Comment

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