

# Handle

“Handle” is the general term for something which is stored. There are handles for every item: for playbacks, palettes, workspaces, groups, fixtures and more. To get an impression what handles are in your show you might use [Titan IDs](#).

With regards to the Web API there are three ways to identify a handle:

- by usernumber - this is the number you set using Set Legend in Titan. In order to use this method denote the handle as  
`handle_userNumber=2`
- by location - this is the 'place' where you find this item in the Titan UI, e.g. the 6th button on page 1 in the Fixtures and Playbacks window. In order to use this method identify the handle as  
`handle_location=Presets_1_6`
  - 'Presets' is the handle group i.e. the workspace window “Fixtures and Playbacks”. See [Location](#) for the available groups
  - 1 is the page number (1-based)
  - 6 is the button number on that page (1-based)
  - all three parts are concatenated with underscores `_`. [Titan IDs](#) already gives the correct location string.
- by Titan ID. Everything in the show has a unique ID which is set by the system and cannot be changed by the user. You can get the Titan IDs of your show with [Titan IDs](#). There are some useful reserved IDs for masters, see [titanId](#). In order to use this method to identify a handle the notation is  
`handle_titanId=2335`.

## Example

Let's assume we want to kill a particular cuelist using [playbacks\\_killplayback](#). The prototype for this is

```
http://[ip]:4430/titan/script/2/Playbacks/KillPlayback?handle={handle}
```

Given a show where a cuelist is recorded in the Fixtures and Playbacks window (group: Presets), page 1, button 6, and this cuelist (here: Cue List 2) has the user number 2:



Luckily [Titan IDs](#) already shows the Titan ID and the correct location (it's the “Computed Web API Location string”).



We can kill this cuelist by one of the following ways:

`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle_userNumber=2` - by user number

`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle_location=P`

resets\_1\_6 - by location

`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle_titanId=2335` - by titan Id

It appears that Titan applies some guessing and interprets the handle as userNumber if no other type is defined. Hence,

`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle=2` does also work.

## Errors

Various errors may result from wrong or incomplete parameters:

`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle=Presets_1_6` does not work and throws the error  
“Error: Failed to parse value to AcwUserNumber”

Reason: the part \_location is missing, thus Titan tries to parse this as usernumber (default), and fails.

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`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?2` does not work and results in  
“Error: Der Objektverweis wurde nicht auf eine Objektinstanz festgelegt.” (no object referenced)

Reason: the parameter name and parsing (handle\_userNumber) and the equal sign is missing.

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`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle_titanId=23350` leads to  
“Error: Unable not find handle in group 'playbackHandle' with index '23350'.\r\nParametername: handle”

Reason: the specified handle could not be found (there doesn't exist a handle in that location/with that titanId)

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`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?` throws  
“Error: Die Sequenz enthält kein übereinstimmendes Element.” (no matching element in sequence)

Reason: the handle wasn't correctly specified or not specified at all

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`http://localhost:4430/titan/script/2/Playbacks/KillPlayback?handle_titanId=`

gives

"Error: Die Eingabezeichenfolge hat das falsche Format." (wrong format)

Reason: the parameter name and parsing was correctly set but no value given.

## Used In

- Parameters
- CueLists/NextStep
- CueLists/Play
- CueLists/SetNextCue
- Masters/ClearFlash
- Masters/DeadBlackOut
- Masters/Flash
- Masters/SetMaster
- Masters/SetSpeed
- Palette/ApplyPalette
- Playbacks/ClearFlashPlayback
- Playbacks/ClearSwoopPlayback
- Playbacks/FirePlaybackAtLevel
- Playbacks/FlashPlayback
- Playbacks/KillPlayback
- Playbacks/SetPlaybackLevel
- Playbacks/SwoopPlayback

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