Web API Parameter

Level

"Level" is a numeric value denoting the level a given thing (e.g. playback) is to be set to, fired at, or whatsoever.

- The level can be absolute ('set playback x **to** y%') or relative ('lower playback x **by** y%').
- If used absolute the value itself needs to be in the range 0 ~ 1. If used relative the value needs to be in the range -1 ~ 1
- decimal places are allowed using a .

Examples

- absolute level 100%: `level_level=1`
- absolute level 45%: `level_level=0.45` or `level_level=.45`
- absolute level 0%: `level_level=0`
- relative: increase level by 20% (i.e. from 35% to 55%): `level_levelDelta=0.2` or `level_levelDelta=.2`
- relative: decrease level by 55% (i.e. from 90% to 35%): `level_levelDelta=-0.55` or `level_levelDelta=-.55`

Errors

If the parsing method is given incorrectly or not given at all then Titan guesses the numeric value to be the absolute level:

`level=0.4` or `level_dummy=0.4` both are treated as absolute level 40%.

However leveldelta (small letter d!) is treated a different parsing:

`level_leveldelta=.2`
throws this error
"Error: Das Objekt mit dem Typ \"System.Boolean\" kann nicht in den Typ \"Avolites.Menus.Maths.LevelAdjust\" konvertiert werden." (cannot convert System.Boolean to LevelAdjust)

`level_level=` results in "Error: Die Eingabezeichenfolge hat das falsche Format." (wrong format)

Reason: the value is missing

level_level results in "Error: Der Objektverweis wurde nicht auf eine Objektinstanz festgelegt." (no object instantiated)

Reason: the equal sign = (and the value) are missing, thus the parameter isn't recognized at all

Used In

- Parameters
- Group/SetGroupFaderLevel
- Playbacks/FirePlaybackAtLevel
- Playbacks/SetPlaybackLevel

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