Titan WebAPI

Web-API requests

There is a very coarse documentation of the available requests at http://api.avolites.com

This is a list of WebAPI requests which are currently being used in available examples. Currently this is just a collection - let's see where this will lead to. See also
`X:\alle\Avo_SB_BK\Software\Web_API` and

titan_webapi_commands.zip

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At the moment there are 0 requests explained in this wiki:

this namespace doesn't exist: web_api:requests

Requests to be added

titan/script/2/Playbacks/AppendOrInsertPlaybackCue?handle_titanId=1&cueNumber=1

- appends or inserts a cue to a given cuelist handle
- used in Reaper CSV Import

titan/script/2/Playbacks/DoesCueExist?handle_titanId=1&cueNumber=1

- checks if a cue with a given number in a handle exists
- used in Reaper CSV Import
- only available from v12 on

titan/script/2/Playbacks/SetCueLegend?handle_titanId=1&cueNumber=1&newLegend=abcd

- sets a cue's legend
- used in Reaper CSV Import

titan/script/2/Timecode/SetCueTimecodeWithCueNumber?handle_titanId=1&cueNumber=1&time=11:22:33:44

- sets a cue's timecode timestamp
- used in Reaper CSV Import
- avilable but doesn't work in v11; does work in v12

titan/handles/Fixtures

- returns JSON object of fixture handles
- used in the Web-API Demo

titan/script/Playbacks/KillAllPlaybacks

- kills all playbacks
- used in the Web-API Demo

titan/script/Playbacks/KillPlayback?userNumber=11

- kills one specific playback defined by user number
- used in the Web-API Demo

titan/script/Playbacks/SetPlaybackLevel?userNumber=1&level=1

- sets an already fired playback to a specific level
- used in the Web-API Demo

titan/script/Playbacks/FirePlaybackAtLevel?userNumber=1&level=1&bool=false

- sets a playback to a specific level, fires if required. bool defines refire LTP yes/no
- used in the Web-API Demo

titan/script/2/Playbacks/FirePlaybackAtLevel?handle_userNumber=1&level_level=1&alwaysRefire=false

- sets a playback to a specific level, fires if required. bool defines refire LTP yes/no
- example in MIDI to Web

titan/script/2/Playbacks/FirePlaybackAtLevel?handle_location=PlaybackWindow_1_1&level_level=1&alwaysRefire=false

- sets a playback to a specific level, fires if required. bool defines refire LTP yes/no
- example in MIDI to Web

titan/script/CueLists/SetNextCue?userNumber=3&int=4

- select next cue to fire
- used in the Web-API Demo

titan/script/CueLists/Play?userNumber=3

- Go
- used in the Web-API Demo

titan/script/CueLists/NextStep?userNumber=3

- used in the Web-API Demo

titan/script/Playbacks/FlashPlayback?userNumber=1

- Flash On
- used in the Web-API Demo

titan/script/Playbacks/ClearFlashPlayback?userNumber=1

- Flash Off
- used in the Web-API Demo

titan/script/Playbacks/SwopPlayback?userNumber=2

- Swop on
- used in the Web-API Demo

titan/script/2/Playbacks/SwopPlayback?handle_userNumber=1

- Swop on
- example in MIDI to Web

titan/script/Playbacks/ClearSwopPlayback?userNumber=2

- Swop Off
- used in the Web-API Demo

titan/script/2/Playbacks/ClearSwopPlayback?handle_userNumber=1

- Swop off
- example in MIDI to Web

titan/script/2/Masters/SetMaster?handle_titanId=1&value=1

- sets a master level
- example in MIDI to Web

titan/script/2/Masters/SetSpeed?handle_titanId=1612&value=1

- experimental
- sets a BPM master's speed
- example in MIDI to Web

titan/script/2/Masters/Flash?handle_titanId=1

- flashes a master
- example in MIDI to Web

titan/script/2/Masters/DeadBlackOut?handle_titanId=1

- freezes a master
- example in MIDI to Web

titan/script/2/Masters/ClearFlash?handle_titanId=1

- Master Flash Off
- example in MIDI to Web

titan/script/2/Group/SetGroupFaderLevel?group=Groups&index=1&value_level=1&accuracy=0

- set group master level for a group in the Groups window
- example in MIDI to Web

titan/script/2/Palette/ApplyPalette?handle_userNumber=1&usePaletteTimes=true

- the Web API is regarded another user by Titan. Hence, fixture selection done on the console does not apply here.
- if there aren't fixtures selected from within the API then calling 'ApplyPalette' always works as Quick Palette
- apply palettes by usernumber
- example in MIDI to Web

titan/script/2/Palette/ApplyPalette?handle_location=Colours_1_1&usePaletteTimes=true

titan/script/2/Palette/ApplyPalette?handle_location=Positions_1_$arg&usePaletteTimes=true

titan/script/2/Palette/ApplyPalette?handle_location=Beams_1_$arg&usePaletteTimes=true

- see above
- apply palettes by location

- example in MIDI to Web

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

Permanent link:
https://avosupport.de/wiki/webapi/requests?rev=1587309538

Last update: **2020/04/19 15:18**