Console and simulator

When it comes to describing actions on the real console (or on the simulated one), the following conventions are used (an extensive example is Recorded vs. coded macros):

- always write as like as you were performing on a real console, even if playing with the simulator
- always write as like as you were performing on a real console, even if playing with Titan One
- any actions on the console shall be written as `Monospaced Text`
- pressing real buttons shall be denoted using <angled brackets>, e.g. `<Clear>`
- numbers may be slightly abbreviated, e.g. entering 12 (<1> <2>) may be denoted as <12>
- pressing buttons consecutively is denoted as `<button A> <button B>` whereas holding button A pressed whiile pressing button B shall be denoted with a + (plus sign) `<button A> + <button B>`
- clicking touch buttons shall be denoted using [square brackets], e.g. `[Palette 1]`
- menu buttons (which can be called as touch buttons as well as hard keys A~H) shall be denoted as touch buttons regardless if there are real buttons or not (e.g. in root menu <A> should be denoted as `[Edit Times]`)
- {curly braces} are used for variable inputs like `{Select group of fixtures}` or `{Select playback}`
- it's good pratice to comment the code - anything after `double slashes //` is regarded as comment/annotation, as well as `<!— the multiline syntax —>`

further readings

- Introduction to macros
- Console and simulator - how actions on the consoles are described
- Recorded vs. coded macros - both kinds: Country, AND Western
- Macro file format - what to observe when creating macro files
- Macro Folders - where exactly are the macro files stored
- Deploying macros - how to import a macro file into Titan
- XML format - a veeeery basic introduction into the format macro files are written in
- Macro Variables - defining and using variables in macros
- The Syntax of Functions - understanding how functions are described in general
- Control Structures - conditions and other means to control the flow
- Action and Menus - when a menu needs to be toggled in addition to the action
- Step Pause - a little delay might sometimes be helpful
- Active Binding - highlighting a macro handle as active
- Namespaces - a way to keep order of the functions, properties and other stuff
- Datatypes - numbers, words, yes & no: the various types of values
- Properties list - the affected system variables of Titan
- Function list - the functions mentioned in this wiki
- Examples list - all the contributed macros. And where is yours?

2017/10/13 15:12 · icke_siegen

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

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Last update: **2017/11/19 14:52**