

# 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 while 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 practice 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
- [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?

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