

Example

# Add MIDI trigger

<b>by:</b>	Gregory Haynes, Sebastian Beutel June/August 2018
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<b>description:</b>	add midi triggers
<b>remarks:</b>	interesting to predefine some triggers in setup macros

[add](#), [midi](#), [trigger](#)

## functions

- [Triggers.SelectMappingByName](#)
- [Triggers.SetPendingTargetHardware](#)
- [Triggers.AddMidiTrigger](#)
- [Math.ToEnum](#)
- [Triggers.SetPendingTargetAction](#)
- [Triggers.SetPendingTargetHandle](#)

## affected properties

- [Triggers.SelectedMappingId](#)
- [Triggers.PendingTriggerTarget](#)
- [Avolites.Titan.Controllers.Console](#)
- [Avolites.Titan.Controllers.Console.PanelMidiCommands](#)

## identifiers (other than standard)

- [MenuEventTypes](#)

## Code

**Long lines wrapped for readability - you can as well delete all line wraps.**

[addmidittrigger.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <!-- the following will add a MIDI trigger for the first playback
  swop button
       (Hardware) for note 11 (Note On, After Touch and Note Off) -->

  <macro id="Avolites.Macros.AddMidi1" name="Add Midi Trgger Example
1">
    <sequence>
```

```
<step>Triggers.SelectMappingByName("Your Mapping Name")</step>
<step>Triggers.SetPendingTargetHardware(
  "PlaybackSelect",
  Math.ToEnum(
    "",
    "Avolites.Menus.MenuEventTypes",
    "OnSelect"),
  "Playbacks",
  0,
  "Swop")
</step>
<step>Triggers.AddMidiTrigger(
  Triggers.SelectedMappingId,
  Triggers.PendingTriggerTarget,
  0,
  Math.ToEnum(
    "Avolites.Titan.Controllers.Console",
    "Avolites.Titan.Controllers.Console.PanelMidiCommands",
    "Note"),
  11,
  0,
  127,
  0,
  false)
</step>
</sequence>
</macro>
```

*<!-- Add a MIDI trigger for the first preset fader (Hardware) for Control Change 1: -->*

```
<macro id="Avolites.Macros.AddMidi2" name="Add Midi Trigger Example 2">
  <sequence>
    <step>Triggers.SelectMappingByName("Your Mapping Name")</step>
    <step>Triggers.SetPendingTargetHardware(
      "PresetFader",
      Math.ToEnum(
        "",
        "Avolites.Menus.MenuEventTypes",
        "OnValueChanged"),
      "Presets",
      0,
      "")
    </step>
    <step>Triggers.AddMidiTrigger(
      Triggers.SelectedMappingId,
      Triggers.PendingTriggerTarget,
      1,
      Math.ToEnum(
```

```

        "Avolites.Titan.Controllers.Console",
        "Avolites.Titan.Controllers.Console.PanelMidiCommands",
        "Continuous"),
    1,
    0,
    127,
    0,
    false)
</step>
</sequence>
</macro>

<!-- MIDI control change 17 triggers playback button 1 -->

<macro id="Avolites.Macros.AddMidi3" name="Add Midi Trigger Example
3">
    <sequence>
        <step>Triggers.SelectMappingByName("4")</step>
        <step>Triggers.SetPendingTargetHardware("PlaybackSelect",
OnButtonDown, "Playbacks", 1, "")</step>
        <step>Triggers.AddMidiTrigger(
            Triggers.SelectedMappingId,
            Triggers.PendingTriggerTarget,
            1,
            Math.ToEnum(
                "Avolites.Titan.Controllers.Console",
                "Avolites.Titan.Controllers.Console.PanelMidiCommands",
                "Continuous"),
            17,
            0,
            127,
            0,
            false)
        </step>
    </sequence>
</macro>

<!-- MIDI control change 12 triggers playback item on playbacks 1,
action="flash" -->

<macro id="Avolites.Macros.AddMidi4" name="Add Midi Trigger Example
4">
    <sequence>
        <step>Triggers.SelectMappingByName("4")</step>
<step>Triggers.SetPendingTargetHandle("Location=Playbacks,1,1")</step>
        <step>Triggers.SetPendingTargetAction("Flash")</step>
        <step>Triggers.AddMidiTrigger(
            Triggers.SelectedMappingId,
            Triggers.PendingTriggerTarget,
            1,
            Math.ToEnum(

```

```
"Avolites.Titan.Controllers.Console",  
"Avolites.Titan.Controllers.Console.PanelMidiCommands",  
"Continuous"),  
12,  
0,  
127,  
0,  
false)  
</step>  
</sequence>  
</macro>  
</avolites.macros>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

Here, various triggers are created, simply by the same commands, with different parameters.

- `Triggers.SelectMappingByName()` defines the trigger mapping where the trigger is to be added
- for trigger type=hardware, the triggered hardware is set with `Triggers.SetPendingTargetHardware()`
- for trigger type=item, the triggered item handle is defined with `Triggers.SetPendingTargetHandle()` and the trigger action is defined with `Triggers.SetPendingTargetAction()`
- the actual trigger is then created with `Triggers.AddMidiTrigger` with all the little details (e.g. MIDI channel etc.) as parameter

## How to use it

1. [make this macro available](#)

This is best used to prepare some triggers which you always use, in some setup macros.

From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/macros/example/addmiditrigger?rev=1537092120>

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