

# Examples list

This is a list of the examples in this wiki. Please feel free to add more. If you are not into writing in a wiki but want to contribute nevertheless please send an email to [sebastian.beutel@avolites.de](mailto:sebastian.beutel@avolites.de)

For those who follow this wiki and are keen on the newest additions, please check the [Recent Changes](#) link top-right. Also there is another list with all the examples, newest/last changed first, at [Examples list by last change date](#)

Currently there are 150 examples in this wiki:

## A

- [Add/Remove Autoloads](#)
- [Attribute Wheels And Palette Windows](#)

## B

- [Blind Mode On/Off](#)

## C

- [Capture - Ambient Lighting](#)
- [Capture - Atmosphere/Haze](#)
- [Capture - Camera](#)
- [Capture - Diagnostics](#)
- [Capture - Rendering Settings](#)
- [Change Pages with Timecode](#)
- [Change Playback Timings Grid](#)
- [Chase - Change a chaser's overlap](#)
- [Chase - Change a chaser's XFade](#)
- [Chase - Double speed](#)
- [Chase - Halve speed](#)
- [Chase - Set chase speed](#)
- [Clear Colour](#)
- [Clear ShowLibrary Search](#)
- [ColourChaseChanger \(old style\)](#)
- [ColourChaseChanger \(V2\)](#)
- [Copy Icon \(snippet only\)](#)
- [Create a mixed colour palette \(Snippet\)](#)
- [Create Dummy Palettes](#)
- [Create Workspaces](#)
- [Create/Replace Group](#)

(snippet)

- Cuelist - Connect Me
- Cuelist - Fire specific cue
- Cuelist - Go back
- Cuelist - Jump to specific cue
- Cuelist - Record Cuelist and insert a cue (Snippet)
- Cuelist - Set Me At Full
- Cuelist - Set Option  
FireFirstCue

## D

- Delete Group X
- Delete Playback
- Delete Workspace X
- Dummy speed as condition

## E

- Enable/Disable DMX Outputs
- Enable/Disable Pioneer DJ Triggers

## F

- Fan - Curve
- Fan - Grouping
- Fan - Parts
- Fire Random Chase Step
- Fire/Release and highlight/ClearHighlight handles
- Flash Fixtures In/Out
- Flash Playback-Groups

## I

- Inhibit selected fixtures
- Inhibit selected fixtures dimmer

## L

- Legend - Get a cuelist cue's legend
- Legend - Set a chase cue's legend
- Legend - Set a Page Legend
- Legend - Set a playback's legend
- Legend - Set an icon as legend

## L cont.

- Legend - Set Mobile Wing  
Page Legend

## M

- Macro - Copy Macro by  
MacroId
- Macro - Export Macro
- Masters - BPM - Tap
- Masters - BPM Master  
(snippet)
- Masters - BPM Master - Set  
Speed
- Masters - Group Masters
- Masters - Nudge Master  
Up/Down
- Masters - Rate Master  
Functions
- Masters - Reset and Set
- Masters - Size Master  
Functions
- MIDI Machine Control
- MIDI Note On/Off
- MIDI Show Control
- Move (Copy) Handle

## O

- Off/On Attribute (snippets)
- Off/On Attribute in Palette
- Open ShowLibrary Search
- Open Timeline Window

## P

- Pages - Change All Playback  
Pages
- Pages - Change Macros  
Page
- Pages - Change Pages
- Pages - Change Titan  
Mobile Wing Page
- Pages - Change Workspace  
Pages
- Pages - Toggle to page 1  
and back
- Palette - Fire Quick Palettes  
and Show Active
- Palette - Master Fade Time
- Palette - Set Master Overlap
- Palette - Store
- PaletteChaseChanger (V3)

- Patch - Freeze selected fixtures
- Patch - Invert Pan for selected fixtures
- Patch - Park fixtures 1 thru 100000
- Patch - Park selected fixtures
- Patch - Repatch Selected Fixtures
- Playback - Fire and Flash playbacks together
- Playback - Fire/Release Playbacks from Usernumber
- Playback - Flash **\*\*timed\*\*** playbacks together
- Playback - Playback Blind Mode On/Off
- Playback - Record and set userNumber
- Playback - Record to fixed location
- Playback - Set all playback cues' fade-in time
- Playback - Set fade mode
- Playback - Set fade-in time
- Playback - Set fade-in time - modular
- Playback - Set fade-out time
- Playback - Set FX Multiplier
- Playback - Set key profile
- Playback - Set lock state
- Playback - Set Paging to Never Hold
- Playback - Set playback cue's fade-in time

P cont.

- Playback - Set release time
- Playback Groups - Create and Add
- Programmer - Align Fixtures
- Programmer - Direction
- Programmer - Fan Curves
- Programmer - Park/Restore/Swop

Q

- Quick-Create groups

## R

- Release - Master Release Time
- Release - Release Priority
- Release - Set Master Release Time
- Release - Set Priority
- Release - Set Priority and Release
- Release Me Timed
- Release playback whether it exists or not (snippet only)

## S

- Search ShowLibrary
- Select all running shapes
- Select particular Timeline
- Set a Handle's Halo
- Set All Shapes Direction
- Set Autoload to Go on Target on a specific list
- Set Grandmaster
- Set Lee Colour
- Set Playback Priority
- Set Playback's Shape Spread
- Set Shapes (and KFS) Direction
- Set Wheel Mode
- Setlist - Fire a specific track
- Setlist - next track
- Setlist - previous track
- Shapes - Reverse All Shapes
- Shapes - Reverse, Offset, Restart
- Shapes - Shape Direction
- Show a message prompt
- Stopwatch/Flash Playback
- Store cues with current page names as legends
- System - Enable External Display (PC-Suite only)
- System - Lock Console
- System - Shutdown

## T

- Timecode - Enable/Disable
- Timecode - Set Start Time

- [Timecode - Set Start Time from Palette Fade](#)
- [Timecode - Set starttime to livetime and toggle source](#)
- [Timecode - Start/Stop](#)
- [Timecode - Toggle On/Off for particular playback](#)
- [Timecode - Winamp Tracks](#)
- [Timeline: Import Markers](#)
- [Toggle Windows Page temporarily](#)
- [Trigger - Add MIDI trigger](#)
- [Trigger - Toggle Audio Triggers On/Off](#)
- [Trigger - Toggle Trigger Mappings v10/v11](#)

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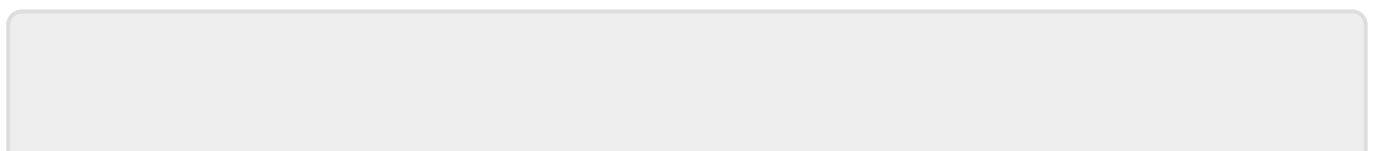
[active](#) [attribute](#) [blind](#) [bpm](#) [capture](#) [change](#) [chase](#) [clear](#) [colour](#) [connect](#) [copy](#) [create](#) [cue](#) [cuelist](#) [delete](#) [direction](#) [enable](#) [fade-in](#) [fan](#) [fire](#) [fixture](#) [fixtures](#) [flash](#) [freeze](#) [go](#) [group](#) [handle](#) [legend](#) [macro](#) [master](#) [midi](#) [overlap](#) [page](#) [palette](#) [playback](#) [priority](#) [programmer](#) [release](#) [selected](#) [set](#) [settings](#) [shape](#) [speed](#) [store](#) [tap](#) [time](#) [timecode](#) [toggle](#) [track](#) [trigger](#)

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## 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 veeery 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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