Identifier

FixtureControlId

Type: Int32

Each control, i.e. controllable attribute of a fixture, is assigned a number.

Example in http://forum.avolites.com/viewtopic.php?f=21&t=5189

> ...this is a special ID assigned by the Titan system and references the specific attributes within a fixture. There are a number of fixed ID's which I have listed below and relate to common attributes. Some are specifically created depending on the fixture type. For the purposes of this guide we only need to refer to the fixed ID's. In this example the control ID is 16 which is for dimmer.

Generally there are only fixed IDs for attributes that are handled in some special way in Titan, this might be that they are used by the colour picker or specialized Attribute Editor functionality. This means that even relatively common attributes such as Shutter do not have a fixed ID because there isn't special functionality associated with them. All other attributes will have IDs generated for them dynamically, these can be determined using Programmer.Editor.Fixtures.GetControlIdFromName.

ControlIds

Filter:

Control	Remarks	Control Id (hex)	Control Id (dec)
Dimmer	The intensity control of a fixture.	0x10	16
Pan	The horizontal position control for a fixture.	0x20	32
Tilt	The Vertical position control of a fixture.	0x30	48
Cyan	Cyan component used in subtracted colour mixing.	0x40	64
CyanAdditive	The amount of cyan in the output colour of a fixture.	0x41	65
Magenta	Magenta component used in subtracted colour mixing.	0x50	80
MagentaAdditive	The amount of magenta in the output colour of a fixture.	0x51	81
Yellow	Yellow component used in subtracted colour mixing.	0x60	96
YellowAdditive	The amount of yellow in the output colour of a fixture.	0x61	97
Red	The amount of red in the output colour of a fixture.	0xf0	240
Green	The amount of green in the output colour of a fixture.	0x100	256
Blue	The amount of blue in the output colour of a fixture.	0x110	272

Control	Remarks	Control Id (hex)	Control Id (dec)
Amber	The amount of Amber in the output colour of a fixture.	0x111	273
White	The amount of White in the output colour of a fixture.	0x112	274
WarmWhite	The amount of Warm White in the output colour of a fixture.	0x113	275
ColdWhite	The amount of Cold White in the output colour of a fixture.	0x114	276
CTO	Colour temperature correction channel.	0x115	277
UV	UV Colour Channel.	0x116	278
Lime	Lime Colour Channel.	0x117	279
Colour1	Colour wheel 1.	0x70	112
Colour2	Colour wheel 2.	0x80	128
Hue	The hue colour component.	0x118	280
Saturation	The saturation colour component.	0x119	281
ColourIntensity	The colour intensity, used in HSI to differentiate from Dimmer.	0x11a	282
HSI	Used as a shortcut to set all colour mixing controls.	0x11b	283
Gobo1	Gobo wheel 1.	0x90	144
Gobo2	Gobo wheel 2.	0xa0	160
Gobo1Rotate	Gobo wheel 1 rotation.	0xb0	176
Gobo2Rotate	Gobo wheel 2 rotation.	0xc0	192
Iris	Fixture iris.	0xd0	208
Focus	Fixture focus.	0xe0	224
Zoom	Fixture Zoom.	0xe1	225
KeystoneTopLeftX	Keystone top left x.	0x130	304
KeystoneTopLeftY	Keystone top left Y.	0x140	320
KeystoneTopRightX	Keystone top right x.	0x150	336
KeystoneTopRightY	Keystone top right y.	0x160	352
KeystoneBottomRightX	Keystone bottom right x.	0x170	368
KeystoneBottomRightY	Keystone bottom right y.	0x180	384
KeystoneBottomLeftX	Keystone bottom left X.	0x190	400
KeystoneBottomLeftY	Keystone bottom left Y.	0x1a0	416
Keystone1	Position of the top keystone edge.	0x2e0	736
Keystone2	Position of the right keystone edge.	0x2f0	752
Keystone3	Position of the bottom keystone edge.	0x300	768
Keystone4	Position of the left keystone edge.	0x310	784
Keystone1Rotation	Rotation of the top keystone edge.	0x320	800
Keystone2Rotation	Rotation of the right keystone edge.	0x330	816
Keystone3Rotation	Rotation of the bottom keystone edge.	0x340	832
Keystone4Rotation	Rotation of the left keystone edge.	0x350	848
BladeTopLeft	Top blade left corner	0x1b0	432
BladeTopRight	Top blade right corner	0x1c0	448
BladeRightTop	Right blade top corner	0x1d0	464

Control	Remarks	Control Id (hex)	Control Id (dec)
BladeRightBottom	Right blade bottom corner	0x1e0	480
BladeBottomRight	Bottom blade right corner	0x1f0	496
BladeBottomLeft	Bottom blade left corner	0x200	512
BladeLeftBottom	Left blade bottom corner	0x210	528
BladeLeftTop	Left blade right corner	0x220	544
Blade1	Blade 1 position	0x230	560
Blade2	Blade 2 position	0x240	576
Blade3	Blade 3 position	0x250	592
Blade4	Blade 4 position	0x260	608
Blade1Rotation	Blade 1 Rotation	0x270	624
Blade2Rotation	Blade 2 Rotation	0x280	640
Blade3Rotation	Blade 3 Rotation	0x290	656
Blade4Rotation	Blade 4 Rotation	0x2a0	672
BladeAllRotation	Blade system overall rotate	0x2b0	688
KeystoneXRatio	Keystone X Ratio	0x2c0	704
KeystoneYRatio	Keystone Y Ratio	0x2d0	720
ImageZoom	Image Size	0x380	896
AspectRatio	Aspect Ratio	0x381	897
AspectMode	Aspect Mode	0x382	898
MTC_Hour	MTC Hour	0x383	899
MTC_Minute	MTC Minute	0x384	900
MTC_Second	MTC Second	0x385	901
MTC_Frame	MTC Frame	0x386	902
Play_Mode	Play Mode	0x387	903
Play_Speed	Play Speed	0x388	904
In_Point	In Point	0x389	905
Out_Point	Out Point	0x38a	906
LibraryFolder	Content library folder.	0x38b	907
LibraryFile	Content library file or clip.	0x38c	908
FX1_Selection	Dynamically populated effects list.	0x38d	909
FX2_Selection	Dynamically populated effects list.	0x38e	910

Used in

- Programmer.Editor.Fixtures.SetControlValueById
- Identifiers

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