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

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