Identifiers

One of the most common - implicit - task is to identify handles: you need to tell Titan with which handle it is to perform an action, e.g. which handle to copy, which cue to jump to, which cuelist to advance, which chaser to stop. Depending from your needs this can be done in a few ways:

- by user number: since all items get their unique user number, you can use this as identifier. Identifying is then: give the scope, give the user number. Like: fixture #3, palette #7, macro #28.
- by titan ID: every single item within Titan has its unique id which can be used as identifier. This is good, as this is just one number, nothing more. But the problem is: most user numbers are assigned by ransom, and will be different in each showfile. There are only few exceptions from this: the masters which you can assign have reserved titan IDs, see titanid. Another exception is if you do not need to explicitely know this ID, but simply pass it as argument: find a function which gets this ID and use this function as argument.
- by location: this is like saying 'the 3rd button in the Playbacks window' or 'Playbacks Page 3 Fader 4'. For this it is important to know the exact syntax, as well as the available handle groups. E.g. the handle “`Location=Playbacks,2,1`” translates to 'Playbacks, page 2, 1st playback' - this is the 'real' fader playbacks (see Cuelist - Go back.

tbd Groups of Handles

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