Properties list

Stricly, this is only about the system's properties (e.g. Timecode.Enabled).

In contrast, general object's properties (e.g. titanId as property of the Handle object) are explained at the respective objects.

A

- Attribute.Mask.Clear.Value
- Audio.AudioTriggersEnabled

C

- Chases.ConnectedHandle
- CueLists.LiveCueNumber

E

- Editor.Shapes.EditingPlaybackShapes
- Editor.Shapes.EditShapesEmpty
- Editor.Shapes.PhaseOffset
- Editor.Shapes.ProgrammerShapes.Empty
- Editor.Shapes.Spread
- Expert.ClearMenu.FadeTime
- Expert.Legend.Set.Generic.PendingTitanId
- Expert.RecordPlayback.RecordMode.ModeOnEnter

G

- Global.PageSwitchAccuracy
- Group.Numeric.IsValid

H

- HandleOptions.CueLists.FireFirstCue
- Handles.AllowEditWorkspaces
- Handles.ContextHandles
- Handles.CurrentUserNumber
- Handles.HandlesHeldover
- Handles.OperationMode
- Handles.PendingLegend

- Handles.Playbacks.Page.Index
- Handles.PlaybackWindow.Page.DisplayName
- Handles.PlaybackWindow.Page.Index
- Handles.SourceHandle
- Handles.SourceHandle.LockState
- Handles.ThroughModifier

M

- Menu.ErrorMessage

P

- Palette.CurrentPaletteHandle
- Palette.MasterFadeTime
- Palette.MasterOverlap

P cont.

- Palette.StorePaletteMode
- Patch.CurrentDmxAssignment
- Patch.CurrentUserNumber
- Patch.Repatch.BunchUp
- Patch.Repatch.SelectedFixtureHandles
- PlaybackGroups.CurrentPlaybackGroup
- Playbacks.Editor.Macros.Target.Handle
- Playbacks.Editor.SelectedPlayback
- Playbacks.Editor.Times.ChaseFixtureOverlap
- Playbacks.Editor.Times.ChaseSpeed
- Playbacks.Editor.Times.ChaseXFade
- Playbacks.Editor.Times.CueFadeInTime
- Playbacks.Editor.Times.CueFixtureOverlap
- Playbacks.Editor.Times.CueMode
- Playbacks.Editor.Times.PlaybackReleaseTime
- Playbacks.Editor.Times.PlaybackSpeed

- Playbacks.MasterReleaseTime
- Playbacks.PendingLegend
- Playbacks.PlaybackEdit.Handle
- Playbacks.RecordMode
- Playbacks.ReleasePriority
- Programmer.BlindActive
- Programmer.CurrentProgrammerIds
- Programmer.Editor.Fixtures.AlignAddAllToProgrammer
- Programmer.Editor.Fixtures.AlignCopyPaletteReferences
- Programmer.Editor.Fixtures.AlignMode
- Programmer.Editor.Fixtures.Clear.Presets
- Programmer.Editor.Fixtures.ClearAlignMask
- Programmer.Editor.Fixtures.Fan.GroupOptions
- Programmer.Editor.Fixtures.Fan.SegmentCount

P cont.

- Programmer.Editor.Fixtures.Fan.SelectedFanCurveId
- Programmer.Editor.Fixtures.WheelsControlAttribute

S

- Selection.Context.Global.Direction
- Selection.Context.Global.RepeatPattern
- System.ExternalDisplay.Enabled

T

- Timecode.Enabled
- Timecode.TimecodeOne.IsControlAllowed
- Timecode.TimecodeOne.Source
- Triggers.PendingTriggerTarget
- Triggers.SelectedMappingId

U

- UserMacros.CurrentUserNumber

V

- Visualiser.Capture.AmbientLighting
- Visualiser.Capture.Atmosphere
- Visualiser.Capture.AtmosphereContrast
- Visualiser.Capture.AtmosphereSpeed
- Visualiser.Capture.AutomaticQuality
- Visualiser.Capture.BloomAmount
- Visualiser.Capture.CaptureRenderingSettings
- Visualiser.Capture.ExposureAdjustment
- Visualiser.Capture.ShowDiagnostics
- Visualiser.Capture.SpillLighting

W

- Windows.PatchView.Handles
- Windows.ShowLibrary.FilterText
- Windows.ShowLibrary.SelectedFilter
- Windows.windowId.ButtonSize
- Windows.windowId.CurrentPage
- Windows.windowId.FixedColumns
- Windows.windowId.FixedRows
- Windows.windowId.Pages
- Windows.windowId.TextSize

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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 veeeery basic introduction into the format macro files are written in
- Macro Variables - defining and using variables in macros
- 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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