Properties list

This is a list of the properties mentioned in this wiki. This can be general object's properties (e.g. titanid as property of the handle object) as well as all the system's properties (e.g. Timecode.Enabled).

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.Ind

ex
- 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.MasterReleaseTi

me
- 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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Last update: **2017/10/29 16:59**