

# Enum

Data of the Enum, or Enumerated, type is data with a fixed, limited number of options. Usually (as far as to be seen in Titan) the options need to be given as [String](#).

As far as known, the possible values for a property of type Enum should be denoted in the property's wiki post - see the properties below in [Also used in](#)

Examples:

- a cue's fade mode can only be of "Mode0", "Mode1", "Mode2", or "Mode3"
- the overall playback paging can only be of "AlwaysHold", "NeverHold", or "Normal"

Some (few) enumerations are listed in the online documentation - just scroll to the end in the left-hand contents frame, e.g.

- [AcwRecordMask](#)
- [GroupLayoutMode](#)
- [AcwTimecodeSource](#)

## Also used in

- [Playback - Set lock state](#)
- [Handles.SetLockState](#)
- [Math.EnumAsStringEqualityConverter](#)
- [Math.ToEnum](#)
- [Triggers.AddMidiTrigger](#)
- [Triggers.SetPendingTargetHardware](#)
- [MenuEventTypes](#)
- [PanelMidiCommands](#)
- [Windows](#)
- [Expert.RecordPlayback.RecordMode.ModeOnEnter](#)
- [Handles.HandlesHeldover](#)
- [Handles.OperationMode](#)
- [Handles.SourceHandle.LockState](#)
- [Palette.StorePaletteMode](#)
- [Patch.Repatch.BunchUp](#)
- [Playbacks.Editor.Times.CueMode](#)
- [Playbacks.RecordMode](#)
- [Playbacks.ReleasePriority](#)
- [Programmer.Editor.Fixtures.AlignMode](#)
- [Programmer.Editor.Fixtures.Fan.GroupOptions](#)
- [Programmer.Editor.Fixtures.Fan.SelectedFanCurveId](#)
- [Programmer.Editor.Fixtures.WheelsControlAttribute](#)
- [Selection.Context.Global.Direction](#)
- [Timecode.TimecodeOne.Source](#)
- [Visualiser.Capture.CaptureRenderingSettings](#)
- [Windows.windowId.ButtonSize](#)
- [Windows.windowId.TextSize](#)

- [Flag](#)
- [Types](#)

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