

# Object

As this is a very simplified documentation, we may retreat to the following statement: while 'primitive' values - like [strings](#), [singles](#) etc. - contain only one value, objects are more complex. A very basic example is given in the [overview on types](#): imagine an address which is composed maybe of a street name, a number, a zip code, and a city - then the whole thing is the address object, and the individual values are the properties of this object.

In the context of Titan macros, you'll most likely see objects like [handles](#), [timestamps](#), and some more. They are explained in more detail in separate articles - see the individual link further down.

Also, there seems to happen implicit parsing/conversion. E.g. the function [Math.Min](#) expects two objects as input - but in the example [Chase - Double speed](#) it also works with a number like 3600.0:

```
<step>Math.Min("Playbacks.Editor.Times.ChaseSpeed",  
Playbacks.Editor.Times.ChaseSpeed * 2, 3600.0)</step>
```

Example for the use of objects: [ActionScript.SetProperty](#):

```
ActionScript.SetProperty(String id, Object value)
```

This sets a particular property, identified by its id, to an object value.

More specifically, as mentioned there,

```
<step>ActionScript.SetProperty("Handles.SourceHandle",  
Playbacks.Editor.SelectedPlayback)</step>
```

sets the property named "Handles.SourceHandle" to be the multidimensional object value `Playbacks.Editor.SelectedPlayback`.

You can find some details about the properties which are used in the [overview about properties](#).

## object types in this Wiki

- [AcwColour](#)
- [AcwProgrammerIdPair](#)
- [AcwRecordMask](#)
- [AcwTimecodeSource](#)
- [AcwTimeSpan](#)
- [AcwUserNumber](#)
- [DmxAssignment](#)
- [FrameRate](#)
- [Leveladjust](#)
- [TimecodeTime](#)
- [Timestamp](#)

However the most important object type in Titan is more in-depth explained as [Handle](#).

### Objects are also mentioned in

- [The Syntax of Functions](#)
- [ActionScript.SetProperty](#)
- [Math.Cast.ToInteger](#)
- [Math.Cast.ToSingle](#)
- [Math.IsEqual](#)
- [Math.Min](#)
- [Math.ToString](#)
- [Timecode.ParseFrameRate](#)
- [Triggers.AddMidiTrigger](#)
- [Handles.PendingLegend](#)
- [Programmer.CurrentProgrammerIds](#)
- [Triggers.PendingTriggerTarget](#)
- [Types](#)

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