Currently to do

This is just a scratchpad of what to do next in this wiki - feel free to register and contribute.

Missing articles

#	ID	Links
1	macros:control_structures:menulink	4 : Show backlinks
2	personality:attribute_id	3 : Show backlinks
3	external:midi_feedback	2 : Show backlinks
4	external:midi_notes_and_cc	2 : Show backlinks
5	macros:function:programmer.editor.fixtures.incrementdimmer	2 : Show backlinks
6	macros:identifier:macroid	2 : Show backlinks
7	macros:property:palette.numeric.inputvalue	2 : Show backlinks
8	macros:syntax:referingmacros	2 : Show backlinks
9	macros:type:acwframerate	2 : Show backlinks
10	personality:compatibility_attributes	2 : Show backlinks
11	ai:modules:display:aioutputrenderer	1 : Show backlinks
12	ai:modules:display:video_out	1 : Show backlinks
13	external:midi_show_control	1 : Show backlinks
14	luminex:ma3-net	1 : Show backlinks
15	luminex:sacn	1 : Show backlinks
16	macros:control_structures.start_end	1 : Show backlinks
17	macros:control_structures:start_end	1 : Show backlinks
18	macros:converter:math.enumasstringequalityconverter	1 : Show backlinks
19	macros:example:level_notation	1 : Show backlinks
20	macros:function:chases.play	1 : Show backlinks
21	macros:function:colour.applycolourfilterbyindex	1 : Show backlinks
22	macros:function:editor.timelines.setcontexttimeline	1 : Show backlinks
23	macros:function:fixtures.patch.freezefixtures	1 : Show backlinks
24	macros:function:lockmode.lockconsole	1 : Show backlinks
25	macros:function:menu.exitrootorlatched	1 : Show backlinks
26	macros:function:playbacks.clearflashtimedplayback	1 : Show backlinks
27	macros:function:playbacks.editor.autoload.add	1 : Show backlinks
28	macros:function:playbacks.editor.autoload.remove	1 : Show backlinks
29	macros:function:playbacks.editor.autoload.setplaybackautoload	1 : Show backlinks
30	macros:function:playbacks.editor.cueselection.clear	1 : Show backlinks
31	macros:function:playbacks.editor.selectcuefromviewing	1 : Show backlinks
32	macros:function:playbacks.flashtimedplayback	1 : Show backlinks
33	macros:function:programmer.editor.fixtures.setcontrolvaluebyname	1 : Show backlinks
34	macros:function:programmer.editor.fixtures.setselectedcontrolsfrozen	1 : Show backlinks
35	macros:function:timecode.asobservable	1 : Show backlinks
36	macros:namespace:fixtures	1 : Show backlinks
37	macros:namespace:timelines	1 : Show backlinks

38	macros:property:custom	1 : Show backlinks
39	macros:property:handleoptions.playbacks.priority	1 : Show backlinks
40	macros:property:handles.colours.changepage	1 : Show backlinks
41	macros:property:handles.colours.page.index	1 : Show backlinks
42	macros:property:handles.macros.page.index	1 : Show backlinks
43	macros:property:handles.playbacks.page.displayindex	1 : Show backlinks
44	macros:property:handles.playbacks.page.displayname	1 : Show backlinks
45	macros:property:handles.playbackwindow.changepage	1 : Show backlinks
46	macros:property:playbacks.editor.times.cuefadeouttime	1 : Show backlinks
47	macros:property:playbacks.editor.times.cuespeedmultiplier	1 : Show backlinks
48	macros:property:timecode.timecodeone.livetime	1 : Show backlinks
49	macros:syntax:codeblocks	1 : Show backlinks
50	macros:syntax:customvariables	1 : Show backlinks
51	macros:syntax:start_end	1 : Show backlinks
52	macros:type:menuitem	1 : Show backlinks
53	macros:type:object:selection	1 : Show backlinks
54	macros:variables	1 : Show backlinks
55	personality:attribute_function	1 : Show backlinks
56	personality:attribute_group	1 : Show backlinks
57	webapi:boolean	1 : Show backlinks
58	webapi:requests:actionscript_setproperty_string	1 : Show backlinks
59	webapi:requests:handles_playbacks	1 : Show backlinks
60	webapi:requests:handles_setlegend	1 : Show backlinks
61	webapi:requests:handles_setsourcehandlefromhandle	1 : Show backlinks
62	webapi:requests:macros:run	1 : Show backlinks
63	webapi:requests:palette:numeric:inputvalue	1 : Show backlinks
64	webapi:requests:playback	1 : Show backlinks
65	webapi:requests:playback_x	1 : Show backlinks
66	webapi:requests:playback_x_cue_y	1 : Show backlinks
67	webapi:requests:playbacks_replaceplaybackcue	1 : Show backlinks
68	webapi:requests:playbacks_storecue	1 : Show backlinks
69	webapi:requests:programmer_editor_fixtures_setcontrolvaluebyname	1 : Show backlinks
70	webapi:requests:selection_context_programmer_selectfixture	1 : Show backlinks
71	webapi:requests:timecode.timecodeone.setstarttime	1 : Show backlinks

To Do

- elaborate on wishlist
- Write a little howto on the namespace structure in Ai
- Ai templates
- handle notation: chaseHandleUN, paletteHandleUN, cueHandleUN, playbackHandleUN, masterHandleID, trackHandleID, groupHandleUN, see also http://forum.avolites.com/viewtopic.php?f=20&t=6196&p=22250#p22250
- list more FixtureControlIDs (FixtureControlId), e.g. Shutter or Prism. They are in the show only if such a fixture is patched
- Gregory on casts inside code blocks and custom variables:

gregory_codeblocks_cast.pdf

- Gregory on filters/casts:

20211222_gregory_filters.pdf

complete articles

see above

Identifiers

See below for the planned structure of types, object types, identifiers

Identifiers

- Elaborate on identifiers.
- Examples
- Groups

MaskIds

see http://forum.avolites.com/viewtopic.php?f=20&t=5936#p21411

MenuItem

see Off/On Attribute (snippets)

not yet possible

- access Capture cameras, see http://forum.avolites.com/viewtopic.php?f=20&t=5940

all the tbd's

- altering_macros_when_used_in_a_show

questions

- how to display multiline messages in Show a message prompt
- what happens in Playback - Fire/Release Playbacks from Usernumber with multiple sequential steps, with release time - do they release simultaneously, or consecutively?

debugging macros

- empty if hive, see Control Structures

sACN triggers

- trigger a master (e.g. speed) in order to fade it over time
- trigger macros on single cues
- invert something (but why…)
- virtual Capture multipatch
- size master?

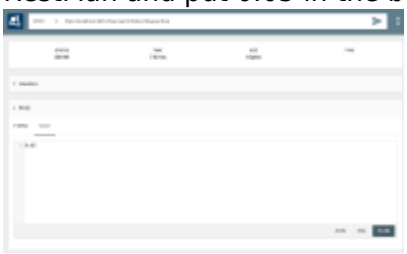
WebAPI

- Structure/sections
- example reset:
  reset.zip
  - release playbacks groups and masters for a range of consoles
- Olie's templates: https://github.com/owaits/avolites-webcomponents
- set attribute value, see https://forum.avolites.com/viewtopic.php?f=21&t=5189&p=18677#p18677
- elaborate on webassembly; Reaper Reader etc.
- WebAPI tied to UI on different port:
  api_ui_port.pdf
- creating palettes and set legend:
  webapi_palette.txt
- Gordon Clarke controlling Cuelists (Messenger 16.09.21)

```
http://localhost:4431/titan/script/2/Menu/InjectInput?type=OnButtonDown&id=GoBack&group=NoGroup&index=0
  http://localhost:4431/titan/script/2/Macros/Run?macroId=Avolites.Macros.Go
http://localhost:4430/titan/script/2/Macros/Run?macroId=Avolites.Macros.GoBack
  http://localhost:4430/titan/script/2/CueLists/Play?handle_userNumber=6
  http://localhost:4430/titan/script/2/CueLists/GoBack?handle_userNumber=6
http://localhost:4431/titan/script/2/Menu/InjectInput?type=OnButtonDown&id=Go&group=NoGroup&index=0
```

- https://bitbucket.org/mdengineering/titan-usittascii/src/master/
- https://github.com/owaits/avolites-patchImport
- Gregory (28.02.24): set User Numer, incl. casting and syntax:
  20240228_gregory_webapi_setusernumber.pdf
- Gregory (15.04.24): set property, with more casting:
  webapi_currentpalette.pdf
- get attribute value:
  api_getvalue.txt
- create new palette (with explanation about 4430 and 4431): http://forum.avolites.com/viewtopic.php?f=21&p=24858, see
  apicreatenewpalette.txt
- select group: http://localhost:4431/titan/script/2/Group/RecallGroup?handle_userNumber=1
- create shape: http://localhost:4431/titan/script/2/Editor/Shapes/CreateShape?shapeId=1&runOnCells=0&absolute=true
- set shape size: POST http://localhost:4431/titan/set/2/Editor/Shapes/Size (use an extension like

RestMan and put 0.05 in the body as raw data, to set the shape size to 5%). See



ASCII

MD (Mark Daniel's) Engineering's ASCII importer

- http://forum.avolites.com/viewtopic.php?f=3&t=5171&p=18745#p18745
- https://bitbucket.org/mdengineering/titan-usittascii

external control

- external control, example of rtpMidi: https://www.facebook.com/groups/Avolites/permalink/1784457491686477/
- vVIMTC plugin for Reaper, see AdB, https://forum.cockos.com/showthread.php?t=43606, vvimtc_generator.txt

  this is supposedly also possible without a timecode track
- need to call ClearSelectionHighlights when moving, see gregory_move_clearhighlights.pdf

examples

- check IDs and filenames of current examples
- handle range, emails 30.08./03.09., also link to http://forum.avolites.com/viewtopic.php?f=20&t=5848&p=21193
- fire macros by triggers (sACN console to itself), see http://forum.avolites.com/viewtopic.php?f=20&t=5573#p21114
- write some words regarding saving patches (in the ai:specifics section)
- Sammlung, siehe FB Florian Engelmohr 29.01.2019: checkgroupexists.xml
- FB Florian Engelmohr, store palette: 1test2.xml
- check if handle is already in use, with casting: http://forum.avolites.com/viewtopic.php?f=20&t=5997#p21633
- Macros Robin Lotze, email 07.03.19
- converters, see http://forum.avolites.com/viewtopic.php?f=20&t=5962 (Math.EqualityConverter, Math.EnumAsStringEqualityConverter
- CreateShape, see slack/Flo, 08.07.19
- select multiple fixtures with Selection.Context.Programmer.SelectFixtures(“Fixtures”, {1,2,3}), see http://forum.avolites.com/viewtopic.php?f=20&t=6420
- is SetLevel limited to already fired playbacks like Fraser thinks? https://www.facebook.com/groups/1811437589141428/permalink/2695092050775973/?comme

nt_id=2695129944105517&reply_comment_id=2695143527437492
- flash Pb and Groups, see email Andreas Buhr 08.07.20
- MIDI feedback, see http://forum.avolites.com/viewtopic.php?f=3&p=22925#p22925

Forum done until 01.03.19

setting timecode via WebAPI doesn't need a TimecodeTime object:

```
http://localhost:4430/titan/script/2/Timecode/TimecodeOne/SetStartTime?time=05:04:03:02
```

see https://www.facebook.com/groups/1811437589141428/posts/3157429167875590/

Timecode.TimecodeOne.SetStartTime and TimecodeTime object, see http://forum.avolites.com/viewtopic.php?f=20&t=6298

> (Gregory, 27.08.2018)
> Unfortunately no I don’t think there is any way to tell for sure. However generally older parts of the software such as Handles and Palettes will require function calls whereas newer or rewritten code such as Edit Times, Playback Options, Timecode and Capture settings will normally respond directly to the property changes. This is mainly because the latter was not always possible and we don’t generally rewrite working code unless there is a need to as this runs the risk of introducing bugs.
>
> > is there a way to tell whether setting a property is enough (like in ActionScript.SetProperty(“Playbacks.Editor.Times.PlaybackReleaseTime”, time:0)) or both must be done (property set AND function applied, like with lockState)?

Gregory, Email 11.12.19 re. new variables: automatic definition of variables:

gregory_variables.pdf

Toggle Trigger Mappings in v12, see https://www.facebook.com/groups/Avolites/permalink/1766567636808796/ and http://forum.avolites.com/viewtopic.php?f=3&t=6337, and

toggletriggermappings.xml

However this start/end thing prevents macros to load in versions pre 14

Example for version checking, syntax of nested quotes etc.

```
  <macro name="Set PB 903 legend" id="Macros.SetPB903Legend">
    <description></description>
    <sequence>
      <step>Handles.SetSourceHandleFromHandle("playbackHandleUN=903")</step>
      <step condition="Math.String.StartsWith(System.SoftwareVersion, '13')">{
        ActionScript.SetProperty("Handles.PendingLegend", "This is v13");
        Handles.SetLegend();
        Handles.ClearSelection();
      }</step>
```

```
    </sequence>
  </macro>
```

Example for reversing, offsetting and restarting shapes (Matias Muccillo), see https://www.facebook.com/groups/Avolites/permalink/1799612296837663/

mm-symmetrical-shape.xml

Elaborate on trigger software usage on Software List, e.g. Show Cockpit from https://www.facebook.com/groups/Avolites/?post_id=1830168723782020&comment_id=1830316103767282

matias Mucillos setup macro:

mm_store_playback_test.xml

new way of writing conditions, use of variable, cast doesn't work inside clock - see Gregory's mail of 21.04.2021 and

setfadein.zip
(this is a further development from Playback - Set fade-in time

set halo colour, see Gregory's email 07.01.19:

```
<sequence>
  <step>Handles.SetSourceHandleFromHandle("chaseHandleUN=22")</step>
  <step>ActionScript.SetProperty("Handles.PendingHalo",
colour:"#ffff0000")</step>
  <step>Handles.SetHalo()</step>
  <step>Handles.ClearSelection()</step>
</sequence>
```

link macro to cuelist cue, Sebastiaan Groen (Messenger 02.06.21)

```
<sequence>
  <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"Location=Playbacks,1,1")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"Location=Playb
acks,1,1", 1)</step>
<step>Playbacks.Editor.Macros.AddLinkFromId("Avolites.Macros.OpenWorkspaceWi
ndow")</step> <!--example Macro-->
</sequence>
```

additionally add/remove macros as per Roger Piqué (messenger 14.04.22):

roger_addmacro.xml

selection by pattern which is always done through RunCommand, see Quick-Create groups
additionally Gregory's comment, email 10.06.21:

> It won’t make much difference but in principle you could select the group and set the pattern in

> one command e.g. Command.RunCommand(“GROUP 1 PATTERN 1.1”). The function used when holding down a group is slightly different Command.RunGroupCommand(Group.CurrentGroupUserNumber, “PATTERN 1.1”) which ends up running the same command string as above but changes an option for how the group is toggled. From what I can tell the difference is that RunGroupCommand will deselect fixtures it they are already selected but the normal command will always add to the select and never remove. Even though the factory macro sets the Selection.Context.Global.RepeatPattern property it does not look like the software normally does this and will therefore leave it as the user has last set it.

select handle to set opions:

select_handle_for_setting_options.pdf

all user settings:

missing_settings.xml

,

settings_neu.xml

set timeline cursor position:

```
ActionScript.SetProperty("Editor.Timelines.ContextTimeline.CursorPosition",
Timecode.AsObservable(Timecode.MakeTimecodeTime(1, 00, 00, 00, false, 100)))
```

(messenger Roger Pique 06.04.22)

Gregory Haynes on time objects and timeline functions:

gregory_timeline.pdf

first timeline examples:

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <!-- play/pause by usernumber 1 -->
  <macro id="Avolites.Macros.Timeline1.Play" name="Play Timeline 1">
    <sequence>
      <step>Timelines.PlayTimeline(userNumber:1)</step>
    </sequence>
  </macro>
  <macro id="Avolites.Macros.Timeline1.Pause" name="Pause Timeline 1">
    <sequence>
      <step>Timelines.PauseTimeline(userNumber:1)</step>
    </sequence>
  </macro>

  <!-- play/pause by location - playbacks page 1 slot 1 -->
  <macro id="Avolites.Macros.TimelinePB1.1.Play" name="Play Timeline PB
1.1">
    <sequence>
      <step>Timelines.PlayTimeline("Location=Playbacks,1,1")</step>
```

```
    </sequence>
  </macro>
  <macro id="Avolites.Macros.TimelinePB1.1.Pause" name="Pause Timeline PB
1.1">
    <sequence>
      <step>Timelines.PauseTimeline("Location=Playbacks,1,1")</step>
    </sequence>
  </macro>

</avolites.macros>
```

Gregory (21.07.22): Off Palette Groups:

offpalettegroup.xml

Gregory (15.08.22): no numbers in property names

gregory_no_numbers_in_property_names.pdf

Gregory (13.01.23): invert selected fixtures

gregory_toggleinvert.pdf

http://forum.avolites.com/viewtopic.php?f=20&p=24490:

> I didn't find a way to retrieve the usernumber of the current layout. But if you can live with using the legends (Layout 1, Layout 2 etc. - or you change the coverterParameter accordingly) then this would work:

```
<macro id="Avolites.Macros.SelectLayout_2" name="Select layout UN 2">
  <active binding="{propertyLink id='Editor.Layouts.ContextLayout.Legend'
converter='Math.EqualityConverter' converterParameter='Layout 2'}"/>
  <sequence>
    <step>Editor.Layouts.SetContextLayoutFromUserNumber(2)</step>
  </sequence>
</macro>
```

timeline macros, see

timelinemacros.xml

(14.02.24)

20240407

from facebook: create cuelist and write timecode

createCuelistWithTc.xml

```
<?xml version="1.0" encoding="utf-8"?>

<!-- see
```

```
https://www.facebook.com/groups/Avolites/posts/3064252807040266/ -->

<avolites.macros>
  <macro id="UserMacro.CreateCueList4">
    <name>A14Create Cuelist</name>
    <sequence>
      <step>Playbacks.CueList.CreateCueList("Playbacks", 0)</step>
<step>Playbacks.Select.EditHandle("Location=Playbacks,1,0")</step>
      <step>Handles.SetSourceHandle("Playbacks", 0)</step>
<step>Playbacks.Timecode.ToggleEnabled.Handle(Handles.SourceHandle)</st
ep>
      <step>Handles.SetSourceHandleFromHandle(null)</step>
<step>Playbacks.AppendOrInsertPlaybackCue(Playbacks.PlaybackEdit.Handle
,1)</step>
      <step>Playbacks.SetCueLegend(Playbacks.PlaybackEdit.Handle,1,
"Song Start")</step>
      <!-- Fails
<step>ActionScript.SetProperty("Playbacks.Editor.Timecode.CueTimecodeDi
sabled",Disabled)</step> -->
      <step>Timecode.SetCueTimecodeWithCueNumber(
        Playbacks.PlaybackEdit.Handle,1.0,Timecode.MakeTimecodeTime(1,
00, 00, 00, false, 100)
        )</step>
      <step>Playbacks.PlaybackEdit.Exit()</step>
    </sequence>
  </macro>

  <!-- added set timecode source -->
  <!-- explanation:
    (1) In order to set a playback's options you still need to have it
set as SourceHandle,
        hence I commented the line where you nullify this (you may want
to do this later...)
    (2) In order to set a playback's options you need to call
FilterHandleOptions()
    (3) My favourite errors in the API documentation: this is an Enum,
and valid options are
        Timecode1Id, Timecode2Id etc., and to set such enums you need
to apply some doublequotes:
        the correct line reads
<step>ActionScript.SetProperty.Enum("HandleOptions.CueLists.TimecodeSou
rce","Timecode3Id")</step>
      -->

  <macro id="UserMacro.CreateCueListSetSource">
    <name>Create Cuelist and Set TC Source</name>
    <sequence>
      <step>Playbacks.CueList.CreateCueList("Playbacks", 0)</step>
<step>Playbacks.Select.EditHandle("Location=Playbacks,1,0")</step>
      <step>Handles.SetSourceHandle("Playbacks", 0)</step>
<step>Playbacks.Timecode.ToggleEnabled.Handle(Handles.SourceHandle)</st
```

```
ep>
      <!-- <step>Handles.SetSourceHandleFromHandle(null)</step> -->
<step>Playbacks.AppendOrInsertPlaybackCue(Playbacks.PlaybackEdit.Handle
,1)</step>
      <step>Playbacks.SetCueLegend(Playbacks.PlaybackEdit.Handle,1,
"Song Start")</step>
      <!-- Fails
<step>ActionScript.SetProperty("Playbacks.Editor.Timecode.CueTimecodeDi
sabled",Disabled)</step> -->
      <step>Timecode.SetCueTimecodeWithCueNumber(
        Playbacks.PlaybackEdit.Handle,1.0,Timecode.MakeTimecodeTime(1,
00, 00, 20, false, 100)
        )</step>
      <step>Handles.FilterHandleOptions()</step>
<step>ActionScript.SetProperty.Enum("HandleOptions.CueLists.TimecodeSou
rce","Timecode3Id")</step>
      <step>Playbacks.PlaybackEdit.Exit()</step>
    </sequence>
  </macro>

</avolites.macros>
```

A similar question answered by Gregory, with further details:

createcuelist.pdf

20240707

from FB, https://www.facebook.com/groups/Avolites/posts/3137723979693148/

Macro to set a playback's level and move the fader.

See also GH's email (SB private).

enableCue.xml

```
<?xml version="1.0" encoding="utf-8"?>

<!-- enable/disable a cuelists cue -->

<!-- see http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856 -
->

<avolites.macros>
  <macro id="UserMacro.testFirePB16.Page">
    <name>_Test FPB 16 w. Page</name>
    <sequence>
      <step pause="0.05">Handles.Playbacks.ChangePage(99)</step>
      <step
pause="0.05">Playbacks.FirePlaybackAtLevel("Location=Playbacks,1,1",
```

```
level:0.6, true)</step>
      <step pause="0.05">Handles.Playbacks.ChangePage(0)</step>
    </sequence>
  </macro>
</avolites.macros>
```

20240709

from forum: enable/disable a cuelist's cue see
http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856

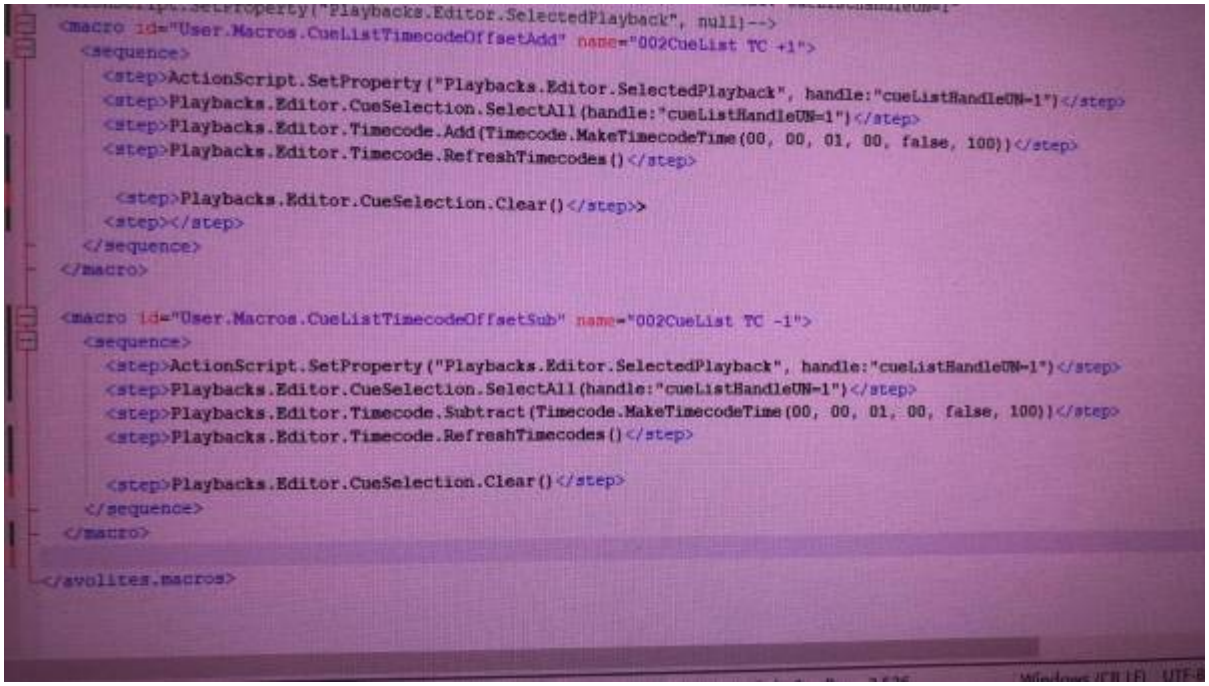
enableCue.xml

```
<?xml version="1.0" encoding="utf-8"?>

<!-- enable/disable a cuelists cue -->

<!-- see http://forum.avolites.com/viewtopic.php?f=20&t=7217&p=24856 -
->

<avolites.macros>
 <macro name="__PB 100 enable cue 10" id="Wiki.Macros.PB100.Cue10On">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=100")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"playbackH
andleUN=100", 10)</step>
<step>ActionScript.SetProperty.Boolean("Playbacks.Editor.Times.Disabled
", false)</step>
    </sequence>
  </macro>
 <macro name="__PB 100 disable cue 10" id="Wiki.Macros.PB100.Cue10Off">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"playbackHandleUN=100")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(handle:"playbackH
andleUN=100", 10)</step>
<step>ActionScript.SetProperty.Boolean("Playbacks.Editor.Times.Disabled
", true)</step>
    </sequence>
  </macro>
</avolites.macros>
```

Update SetCurrentShapesDirection for v17, see

allshapesdirection.xml

Nudge Timecode, Daniel Dai/Messenger/20250226



TCOffset.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <macro id="User.Macros.CueListTimecodeOffsetAdd" name="002CueList TC
+1">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"cueListHandleUN=1")</step>
<step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1
")</step>
      <step>Playbacks.Editor.Timecode.Add(Timecode.MakeTimecodeTime(00,
00, 01, 00, false, 100))</step>
      <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>
      <step>Playbacks.Editor.CueSelection.Clear()</step>
    </sequence>
  </macro>

  <macro id="User.Macros.CueListTimecodeOffsetSub" name="002CueList TC
-1">
    <sequence>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"cueListHandleUN=1")</step>
<step>Playbacks.Editor.CueSelection.SelectAll(handle:"cueListHandleUN=1
")</step>
<step>Playbacks.Editor.Timecode.Subtract(Timecode.MakeTimecodeTime(00,
00, 01, 00, false, 100))</step>
      <step>Playbacks.Editor.Timecode.RefreshTimecodes()</step>
      <step>Playbacks.Editor.CueSelection.Clear()</step>
    </sequence>
```

```
  </macro>

</avolites.macros>
```

20250422

```
<!-- Daniel Dai, 18.04.24, Messenger -->
<!-- note the formatting of the variables -->

  <macro id="Wiki.Macros.CreateCircle" name="Create Circle Shape">
    <sequence>
      <step>Editor.Shapes.CreateShape("1", 1, true)</step>
    </sequence>
  </macro>
```

```
  <!-- abuse Palette.Numeric.InputValue in order to feed some numeric input
into a macro -->
  <!-- April 2025, Daniel Dai, Messenger -->
  <!-- Usage: enter a number, hit Exit, select fixtures, fire macro -->

  <macro id="Wiki.Macros.Pattern1in2" name="Pattern 1 in 2">
    <sequence>
      <step>Command.StartNewCommand()</step>
      <step>Command.AppendString("PATTERN")</step>
      <step>Command.AppendNumeral((int:Palette.Numeric.InputValue / 2),
false)</step>
      <step>Command.AppendString("IN")</step>
      <step>Command.AppendNumeral((int:Palette.Numeric.InputValue),
false)</step>
      <step>Command.RunCommand(Command.CommandLineText)</step>
    </sequence>
  </macro>
```

```
  <!-- abuse Palette.Numeric.InputValue in order to feed some numeric input
into a macro -->
  <!-- April 2025, Daniel Dai, Messenger -->
  <!-- Usage: enter a number, hit Exit, fire macro - in order to select a
specific playback -->
  <!-- also shows example XmlNodeNames -->

  <macro id="Wiki.Macros.SetSource.Cue" name="Set Source Cuehandle">
    <sequence>
<step>Handles.SetSourceHandleFromHandle(Handles.GetHandleFromUserNumber("cue
Handle", int:Palette.Numeric.InputValue))</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.SetSource.Playback" name="Set Source
```

```
Playbackhandle">
    <sequence>
<step>Handles.SetSourceHandleFromHandle(Handles.GetHandleFromUserNumber("pla
ybackHandle", int:Palette.Numeric.InputValue))</step>
    </sequence>
  </macro>
```

20260611

resetcuelists.xml

```
<?xml version="1.0" encoding="utf-8"?>

<!--
https://www.facebook.com/groups/Avolites/permalink/3928061420659396/ -
->
<!-- reset some cuelists at once -->

<!--

-->

<avolites.macros>
 <macro id="Wiki.Macros.resetCL.1" name="Reset Cuelists 1 2 3">
    <sequence>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=1",1.0)</step>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=2",1.0)</step>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=3",1.0)</step>
     </sequence>
  </macro>

 <macro id="Wiki.Macros.resetCL.2" name="Reset and Go Cuelists 1 2 3">
    <sequence>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=1",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=1")</step>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=2",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=2")</step>
      <step
pause="0.01">CueLists.SetNextCue("cueListHandleUN=3",1.0)</step>
      <step>CueLists.Play("cueListHandleUN=3")</step>
     </sequence>
  </macro>
</avolites.macros>
```

20260721

Set a BPM Master's speed multiplier:

bpm1multi.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
<macro id="User.Macros.BPM1.4" name="BPM 1 x4">
  <sequence>
    <step>Handles.SetSourceHandleFromHandle(1612)</step>
    <step>Handles.FilterHandleOptions()</step>
<step>ActionScript.SetProperty.Double("HandleOptions.Masters.Bpm.SpeedMultip
lier", Math.Cast.ToDouble(4))</step>
    <step pause="0.05">Handles.ClearSelection()</step>
    <step pause="0.05">Handles.ClearHandleOptionsFilter()</step>
  </sequence>
</macro>

</avolites.macros>
```

Titan Tricks

- convert chase to list by syntax, see https://www.facebook.com/groups/AvolitesTitanOne/permalink/1593613030774823/
- use macro on single cue (with sACN triggers)
- create a group master on old software (with negative shape)
- create a size master on v9 (clock shape triggered with sACN and inverted curve)
- fade fx size/rate over time (in cue list, with a master being triggered by a virtual dimmer channel)
- make a pixel effect track (cuelist cue fires macro which toggles an external playback on/off)
- special cuelist (fader fires cue 1, go toggles between 2 and 3), see https://www.facebook.com/groups/260735644292354/permalink/732708060428441
- use clock as timer/stop watch, see https://www.avolites.de/wiki/macros:example:timecodestartstop and https://www.facebook.com/groups/Avolites/permalink/1444431649022398/
- Titan Ports, see

  titan_ports.xlsx
- set Fixture Library date to avoid Health Check:

```
Windows Registry Editor Version 5.00

[HKEY_LOCAL_MACHINE\SOFTWARE\Avolites\Titan\Libraries]
"VersionDateTime"="2028-08-14 05:49:32"
```

- usage of task Scheduler to start other things automatically, see

  tnp_task_scheduler.zip

MIDI

- MSC, https://www.facebook.com/groups/Avolites/permalink/1713549732110587/?comment_id=1714066365392257
- MSC specification: http://www.richmondsounddesign.com/docs/midi-show-control-specification.pdf
- MMC, siehe Macros Olie (Email 03./05.12.19)
- MTC über Netzwerk?
- MIDI Output, Loopback: https://www.facebook.com/groups/1811437589141428/permalink/2503806193237894/

AI knowledge base

- d4mance/BC 2014
- d4mance/BC 2016
- patches from forum
- pictures on welcome pages/section headers
- how to make use of a patch on the performance page (Patch IO, texture port), and how to set its thumbnail
- Pip and Multi Screen projects
- Multiviewer (TH):
  - AI OUTPUTS
  - RenderToTexture
  - Sample Texture Region
  - Clear
  - Render Merge
  - output/Window (off/on by Artnet)
- clock/countdown (SB/Arran)
- controlling from Q-Sys via UDP, text scroller (project A. Keil June 2020, with help from TH and CA)

Ai tricks and pitfalls

- renumbering fixtures
- no audio files on the performance page!
- how to enable tap tempo (tap widget, system settings, Beat settings per tile)
- antialiasing (double resolution, see movingscreens/email)
- what is saved where
- how to save and use clip collections
- how to create a project thumbnail
- wrong codec may even disturb playmodes
- MPEG Streamclip for transcoding
- MIDI trigger on the performance page requires MIDI notes - ControlChange doesn't work here

Is there a wiki plugin to show a number of random pages from the namespace, e.g. in Ai/Examples?

Types/Identifiers Hierarchy

```
identifiers (essentially this is the most common ways to idetify particular
items)
  Clear mask: Intensity=1, Positions=2, Colours=4, Gobos=8, Beam=16,
    Effect = 32, Special = 64, FX = 128, Time = 256  also see
AcwRecordMask?!?
```

See http://api.avolites.com/11.0/Avolites.Acw.Titan.AcwRecordMask.html

Discussion threads

Macro - Export Macro	2025/04/28 07:16		2 Comments
Set All Shapes Direction	2024/10/23 23:12	Sebastian Beutel	1 Comment
Inhibit selected fixtures dimmer	2023/02/28 12:25	Sebastian Beutel	1 Comment
Set a Handle's Halo	2021/05/29 18:08	Sebastian Beutel	2 Comments
Delete Workspace X	2018/06/12 13:05	Sebastian Beutel	1 Comment
Timecode - Toggle On/Off for particular playback	2017/11/20 16:39	Sebastian Beutel	1 Comment
Playback - Set Paging to Never Hold	2017/11/20 15:52	Sebastian Beutel	1 Comment
MIDI Note On/Off	2017/10/15 09:19		1 Comment

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