

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	tag:playback	25 : Show backlinks
2	tag:release	13 : Show backlinks
3	tag:time	13 : Show backlinks
4	tag:cuelist	12 : Show backlinks
5	tag:group	11 : Show backlinks
6	tag:handle	11 : Show backlinks
7	tag:page	11 : Show backlinks
8	tag:toggle	11 : Show backlinks
9	tag:chase	10 : Show backlinks
10	tag:master	10 : Show backlinks
11	tag:palette	10 : Show backlinks
12	tag:cue	9 : Show backlinks
13	tag:set	9 : Show backlinks
14	tag:fire	8 : Show backlinks
15	tag:legend	8 : Show backlinks
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22	tag:artnet	5 : Show backlinks
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26	tag:midi	5 : Show backlinks
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31	tag:active	4 : Show backlinks
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33	tag:clear	4 : Show backlinks
34	tag:colour	4 : Show backlinks
35	tag:create	4 : Show backlinks
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49	tag:binding	3 : Show backlinks
50	tag:busking	3 : Show backlinks
51	tag:connect	3 : Show backlinks
52	tag:converter	3 : Show backlinks
53	tag:copy	3 : Show backlinks
54	tag:disable	3 : Show backlinks
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56	tag:fixture	3 : Show backlinks
57	tag:freeze	3 : Show backlinks
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59	tag:output	3 : Show backlinks
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65	tag:showlibrary	3 : Show backlinks
66	tag:start	3 : Show backlinks
67	tag:store	3 : Show backlinks
68	tag:tap	3 : Show backlinks
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74	macros:function:programmer.editor.fixtures.incrementdimmer	2 : Show backlinks
75	macros:identifier:macroid	2 : Show backlinks
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97	tag:location	2 : Show backlinks
98	tag:lock	2 : Show backlinks
99	tag:mask	2 : Show backlinks
100	tag:matrix	2 : Show backlinks
101	tag:mobile	2 : Show backlinks
102	tag:next	2 : Show backlinks
103	tag:off	2 : Show backlinks
104	tag:on	2 : Show backlinks
105	tag:patch	2 : Show backlinks
106	tag:playbacks	2 : Show backlinks
107	tag:profile	2 : Show backlinks
108	tag:prompt	2 : Show backlinks
109	tag:quick	2 : Show backlinks
110	tag:replace	2 : Show backlinks
111	tag:reset	2 : Show backlinks
112	tag:reverse	2 : Show backlinks
113	tag:sculpture	2 : Show backlinks
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125	external:midi_show_control	1 : Show backlinks
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141	macros:function:playbacks.editor.autoload.setplaybackautoload	1 : Show backlinks
142	macros:function:playbacks.editor.cueselection.clear	1 : Show backlinks
143	macros:function:playbacks.editor.selectcuefromviewing	1 : Show backlinks
144	macros:function:playbacks.flashtimedplayback	1 : Show backlinks
145	macros:function:programmer.editor.fixtures.setcontrolvaluebyname	1 : Show backlinks
146	macros:function:programmer.editor.fixtures.setselectedcontrolsfrozen	1 : Show backlinks
147	macros:function:timecode.asobservable	1 : Show backlinks
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149	macros:namespace:timelines	1 : Show backlinks
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154	macros:property:handles.macros.page.index	1 : Show backlinks
155	macros:property:handles.playbacks.page.displayindex	1 : Show backlinks
156	macros:property:handles.playbacks.page.displayname	1 : Show backlinks
157	macros:property:handles.playbackwindow.changepage	1 : Show backlinks
158	macros:property:playbacks.editor.times.cuefadeouttime	1 : Show backlinks
159	macros:property:playbacks.editor.times.cuespeedmultiplier	1 : Show backlinks
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174	tag:audio	1 : Show backlinks
175	tag:blocks	1 : Show backlinks

176	tag:bloom	1 : Show backlinks
177	tag:camera	1 : Show backlinks
178	tag:cast	1 : Show backlinks
179	tag:circle	1 : Show backlinks
180	tag:colours	1 : Show backlinks
181	tag:command	1 : Show backlinks
182	tag:context	1 : Show backlinks
183	tag:controlname	1 : Show backlinks
184	tag:craft	1 : Show backlinks
185	tag:csv	1 : Show backlinks
186	tag:current	1 : Show backlinks
187	tag:debug	1 : Show backlinks
188	tag:diagnostic	1 : Show backlinks
189	tag:display	1 : Show backlinks
190	tag:dj	1 : Show backlinks
191	tag:dmx	1 : Show backlinks
192	tag:editor	1 : Show backlinks
193	tag:error	1 : Show backlinks
194	tag:ethernet	1 : Show backlinks
195	tag:example	1 : Show backlinks
196	tag:export	1 : Show backlinks
197	tag:exposure	1 : Show backlinks
198	tag:external	1 : Show backlinks
199	tag:fade	1 : Show backlinks
200	tag:fade-out	1 : Show backlinks
201	tag:fademode	1 : Show backlinks
202	tag:fadetime	1 : Show backlinks
203	tag:first	1 : Show backlinks
204	tag:fx	1 : Show backlinks
205	tag:generated	1 : Show backlinks
206	tag:get	1 : Show backlinks
207	tag:go_back	1 : Show backlinks
208	tag:goontarget	1 : Show backlinks
209	tag:grandmaster	1 : Show backlinks
210	tag:groupmaster	1 : Show backlinks
211	tag:groups	1 : Show backlinks
212	tag:half	1 : Show backlinks
213	tag:halve	1 : Show backlinks
214	tag:handles	1 : Show backlinks
215	tag:haze	1 : Show backlinks
216	tag:highlight	1 : Show backlinks
217	tag:id	1 : Show backlinks
218	tag:ienumerable	1 : Show backlinks
219	tag:include	1 : Show backlinks
220	tag:insert	1 : Show backlinks
221	tag:json	1 : Show backlinks

222	tag:keyframe	1 : Show backlinks
223	tag:layer	1 : Show backlinks
224	tag:lee	1 : Show backlinks
225	tag:lighting	1 : Show backlinks
226	tag:macroid	1 : Show backlinks
227	tag:map	1 : Show backlinks
228	tag:mapping	1 : Show backlinks
229	tag:marker	1 : Show backlinks
230	tag:message	1 : Show backlinks
231	tag:mmc	1 : Show backlinks
232	tag:model	1 : Show backlinks
233	tag:modular	1 : Show backlinks
234	tag:move	1 : Show backlinks
235	tag:msc	1 : Show backlinks
236	tag:multiple	1 : Show backlinks
237	tag:multiplier	1 : Show backlinks
238	tag:name	1 : Show backlinks
239	tag:nested	1 : Show backlinks
240	tag:never_hold	1 : Show backlinks
241	tag:new	1 : Show backlinks
242	tag:nonexistent	1 : Show backlinks
243	tag:note	1 : Show backlinks
244	tag:nudge	1 : Show backlinks
245	tag:obj	1 : Show backlinks
246	tag:offset	1 : Show backlinks
247	tag:open	1 : Show backlinks
248	tag:option	1 : Show backlinks
249	tag:pagename	1 : Show backlinks
250	tag:part	1 : Show backlinks
251	tag:parts	1 : Show backlinks
252	tag:pause	1 : Show backlinks
253	tag:php	1 : Show backlinks
254	tag:pioneer	1 : Show backlinks
255	tag:play	1 : Show backlinks
256	tag:playbackgroup	1 : Show backlinks
257	tag:position	1 : Show backlinks
258	tag:preset	1 : Show backlinks
259	tag:quaternion	1 : Show backlinks
260	tag:quickcreate	1 : Show backlinks
261	tag:quicksketch	1 : Show backlinks
262	tag:random	1 : Show backlinks
263	tag:range	1 : Show backlinks
264	tag:rate	1 : Show backlinks
265	tag:recall	1 : Show backlinks
266	tag:recorded	1 : Show backlinks
267	tag:region	1 : Show backlinks

268	tag:remote	1 : Show backlinks
269	tag:remove	1 : Show backlinks
270	tag:render	1 : Show backlinks
271	tag:rendering	1 : Show backlinks
272	tag:repatch	1 : Show backlinks
273	tag:restart	1 : Show backlinks
274	tag:restore	1 : Show backlinks
275	tag:rgb	1 : Show backlinks
276	tag:sacn	1 : Show backlinks
277	tag:screen	1 : Show backlinks
278	tag:segment	1 : Show backlinks
279	tag:selection	1 : Show backlinks
280	tag:send	1 : Show backlinks
281	tag:setting	1 : Show backlinks
282	tag:setup	1 : Show backlinks
283	tag:show	1 : Show backlinks
284	tag:shutdown	1 : Show backlinks
285	tag:simple	1 : Show backlinks
286	tag:simulate	1 : Show backlinks
287	tag:size	1 : Show backlinks
288	tag:skip	1 : Show backlinks
289	tag:spill	1 : Show backlinks
290	tag:spread	1 : Show backlinks
291	tag:state	1 : Show backlinks
292	tag:step	1 : Show backlinks
293	tag:stopwatch	1 : Show backlinks
294	tag:subpatch	1 : Show backlinks
295	tag:swop	1 : Show backlinks
296	tag:syntax	1 : Show backlinks
297	tag:tempo	1 : Show backlinks
298	tag:temporarily	1 : Show backlinks
299	tag:texture	1 : Show backlinks
300	tag:timed	1 : Show backlinks
301	tag:trick	1 : Show backlinks
302	tag:triggers	1 : Show backlinks
303	tag:tweet	1 : Show backlinks
304	tag:unfreeze	1 : Show backlinks
305	tag:uninvert	1 : Show backlinks
306	tag:user_setting	1 : Show backlinks
307	tag:usermacro	1 : Show backlinks
308	tag:uv-map	1 : Show backlinks
309	tag:variable	1 : Show backlinks
310	tag:visualiser	1 : Show backlinks
311	tag:webapi	1 : Show backlinks
312	tag:wheel	1 : Show backlinks
313	tag:wheelmode	1 : Show backlinks

314	tag:wheels	1 : Show backlinks
315	tag:winamp	1 : Show backlinks
316	tag:winch	1 : Show backlinks
317	tag:windows	1 : Show backlinks
318	tag:wordwrap	1 : Show backlinks
319	tag:x-fade	1 : Show backlinks
320	tag:xfade	1 : Show backlinks
321	webapi:boolean	1 : Show backlinks
322	webapi:requests:actionscrip_t_setproperty_string	1 : Show backlinks
323	webapi:requests:handles_playbacks	1 : Show backlinks
324	webapi:requests:handles_setlegend	1 : Show backlinks
325	webapi:requests:handles_setsourcehandlefromhandle	1 : Show backlinks
326	webapi:requests:macros:run	1 : Show backlinks
327	webapi:requests:palette:numeric:inputvalue	1 : Show backlinks
328	webapi:requests:playback	1 : Show backlinks
329	webapi:requests:playback_x	1 : Show backlinks
330	webapi:requests:playback_x_cue_y	1 : Show backlinks
331	webapi:requests:playbacks_replaceplaybackcue	1 : Show backlinks
332	webapi:requests:playbacks_storecue	1 : Show backlinks
333	webapi:requests:programmer_editor_fixtures_setcontrolvaluebyname	1 : Show backlinks
334	webapi:requests:selection_context_programmer_selectfixture	1 : Show backlinks
335	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

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>
- 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

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
- 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/?comment_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

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>
```

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 if 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 options:](#)

select_handle_for_setting_options.pdf

[all user settings:](#)

missing_settings.xml

settings_neu.xml

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 identify 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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