24 Index

24.1 Alphabetic Index

24.1.1 A

Actions for Buttons (in "Key Profiles") (Section 19.4.2)

Adding manual triggers (in "Creating a Timeline") (Section 13.2.2)

Additional Art-Net Resources (in "Controlling Fixtures over a Network") (Section 21.3.4)

Adjusting Attributes with the @ buttons (in "Changing Fixture Attributes")

Adjusting masters using the wheels (in "Playback controls") (Section 16.2.2.2)

Align Fixtures (in "Changing Fixture Attributes") (Section 7.2.8)

Animations (in "Pixel Mapper") (Section 9.4.1.2)

Art-Net Properties (in "DMX Output Mapping") (Section 19.6.2.3)

Assign Masters (in "The System Menu") (Section 19.2.10)

Attribute Editor for Controlling Ai Layers (in "Operating Synergy")

Attribute Editor Window (in "Changing Fixture Attributes") (Section 7.2.4)

Attribute Groups - IPCGBES-FX (in "Changing Fixture Attributes") (Section 7.2.7)

Attribute Limits (in "Fixture Personality Options") (Section 6.5.3)

Audio Control (Sound to Light) (in "External triggering") (Section 16.4.4)

Auto Groups (in "Fixture Groups") (Section 7.4.1.3)

Auto Simplify (in "Creating a Timeline") (Section 13.2.1.1)

Autoloading a Playback within a Cue List (in "Creating a Cue List") (Section 12.2.4)

Autosave (in "Loading and saving shows") (Section 5.8.4)

24.1.2 B

Back up the show (in "Useful functions") (Section 16.1.1)

Backing up existing show files to USB pen drive (in "Loading and saving shows") (Section 5.8.6)

Beat and Cycles (in "Shape Generator") (Section 9.2.5)

Beats (in "Shape Generator") (Section 9.2.5.1)

Blind (in "Playback Options") (Section 10.6.2.1)

Blind Mode (in "Creating a Cue") (Section 10.2.5)

Blind mode (in "Useful functions") (Section 10.2.5)

BPM master options (in "Playback controls") (Section 16.2.2.1)

Busking with palettes (in "Playback controls") (Section 3.5.2)

Button Halo (in "Workspace Windows") (Section 5.2.5)

24.1.3 C

Camera Views (in "Visualising using Capture") (Section 14.3.2)

Capture Appearance options (in "Setting up the Rig") (Section 14.2.4)

Capture Visualiser Auto Patch (in "Patching New Fixtures or Dimmers") (Section 6.2.4)

Celled Fixtures (Sub Fixtures) (in "Titan Commands Quick Reference") (Section 22.1.1.1)

Changing Attributes Using The Wheels (in "Changing Fixture Attributes") (Section 7.2.1)

Changing Chase Direction (in "Chase Playback") (Section 11.3.5)

Changing DMX address using Patch menu (in "Changing the Patch") (Section 6.3.4)

Changing DMX Addressing using Patch View (in "Changing the Patch") (Section 6.3.3)

Changing Fixture Order (in "Cue Timing") (Section 10.5.2)

Changing Fixture Order in a Shape (in "Editing Shapes and Effects") (Section 9.5.5)

Changing Legends for Cues in a Cue List (in "Creating a Cue List") (Section 12.2.2)

Changing Playback Pages (in "Cue Playback") (Section 10.3.3)

Changing Shape Parameters in the Effect Editor (in "Key Frame Shapes") (Section 9.3.2)

Changing Size and Speed of a Shape (in "Shape Generator") (Section 9.2.2)

Changing the Content of Palettes (in "Editing Palettes") (Section 8.4.2)

Changing the IP address of the Titan Network Switch (TNS) (in "Connecting the Diamond 9 or Arena to a network") (Section 21.2.3)

Changing the Key Profile (in "Key Profiles") (Section 19.4.3)

Changing the Locate State (in "Selecting Fixtures") (Section 7.1.2.1)

Changing the Spread of a Shape Across Multiple Fixtures (in "Shape Generator") (Section 9.2.3)

Changing window size and appearance (in "Workspace Windows") (Section 5.2.1.2)

Chases (in "Key Profiles") (Section 3.4.2)

Choosing an IP address and Subnet Mask (in "A quick guide to IP addressing") (Section 21.6.1)

Clear (in "User Settings") (Section 19.5.12)

Clear button hold-down options (in "Selecting Fixtures") (Section 7.1.3.1)

Clear options menu (in "Selecting Fixtures") (Section 7.1.3.2)

Clearing Attributes Using "Off" (in "Changing Fixture Attributes") (Section 7.2.12)

Clearing the Capture Show (in "Capture Show Files") (Section 14.4.3)

Clearing the fixture selection and the programmer (in "Selecting Fixtures") (Section 7.1.3)

Collapsing track view (in "Running and Editing Timelines") (Section 13.3.2.9)

Colour Mix: Channel (in "Changing Fixture Attributes") (Section 7.2.4.3)

Colour Mix: Filters (in "Changing Fixture Attributes") (Section 7.2.4.6)

Colour Mix: HSI/RGB/CMY (in "Changing Fixture Attributes") (Section 7.2.4.4)

Colour Mix: Picker (in "Changing Fixture Attributes") (Section 7.2.4.5)

Combining Cues with HTP and LTP (in "Cue Playback") (Section 10.3.1)

Compatibility Windows for Pearl Expert Shows (in "Workspace Windows") (Section 5.2.11)

Configuring DMX Outputs (in "DMX Output Mapping") (Section 19.6.1)

Configuring Tracks (in "Set List Window") (Section 16.3.2)

Connecting a Monitor (in "Connecting up and Titan basics") (Section 5.1.7)

Connecting a Playback for Control (in "Chase Playback") (Section 11.3.2)

Connecting Console Wings (in "Connecting up and Titan basics") (Section 5.1.9)

Connecting DMX Lines (in "Connecting up and Titan basics") (Section 5.1.6)

Connecting External Trigger Sources (in "External triggering") (Section 16.4.1)

Connecting mains power (in "Connecting up and Titan basics") (Section 5.1.1)

Connecting Titan to the Pioneer System (in "Linking Pioneer DJ System to Titan") (Section 16.5.1)

Connecting up (in "Setting up Synergy")

Connecting up T3/Titan Mobile and T1/T2 (in "Connecting up and Titan basics")

Connections panel (in "Quartz") (Section 4.6.1)

Console Legend (in "The System Menu") (Section 19.2.11)

Console Lock and Venue Mode Workspace for basic controls (in "Workspace Windows") (Section 5.2.10)

Console Update Procedure (in "Fixture Personalities") (Section 20.1.2.1)

Consoles with Motorised Faders (in "Cue Playback") (Section 10.3.3.2)

Consoles without Motorised Faders (in "Cue Playback") (Section 10.3.3.1)

Context Menu Buttons (in "Workspace Windows") (Section 5.2.1.3)

Controlling Button Layout/Grid (in "Workspace Windows") (Section 5.2.1.4)

Controlling Fixtures (in "Operating the Remote") (Section 7)

Conventions used in the manual (in "Introduction to Avolites Titan") (Section 2.1.1)

Convert Cue to Chase or Cue List (in "Creating a Cue") (Section 10.2.7)

Copy, Move in cue list (in "Titan Commands Quick Reference")

Copying a Cue (in "Copying™ Moving™ Linking and Deleting a Cue") (Section 10.7.1)

Copying and moving playbacks in a Timeline (in "Running and Editing Timelines") (Section 13.3.2.5)

Copying or moving a chase (in "Copying Moving Linking and Deleting a Chase") (Section 11.7.1)

Copying or Moving a Cue List (in "Copying™ Moving™ Linking and Deleting Cue Lists") (Section 12.7.1)

Copying or Moving a Palette (in "Copying™ Moving and Deleting Palettes") (Section 8.5.1)

Copying or moving a patched fixture (in "Copying™ moving and deleting fixtures") (Section 6.4.1)

Creating a Chase with Quick Build (in "Creating a Chase") (Section 11.2.2)

Creating a Cue (in "Creating a Cue") (Section 10.2.2)

Creating a Key Frame Shape (in "Key Frame Shapes") (Section 9.3.1)

Creating a Playback Group (in "Playback controls") (Section 16.2.3.1)

Creating a Set List (in "Set List Window") (Section 16.3.1)

Creating a Shape (in "Shape Generator") (Section 9.2.1)

Creating a Time Palette (in "Creating Palettes") (Section 8.2.7)

Creating an Effects Palette (Shape or Pixel Mapper) (in "Creating Palettes") (Section 8.2.6)

Creating and editing key profiles (in "Key Profiles") (Section 19.4.1)

Creating Pixel Mapper effects (in "Pixel Mapper") (Section 9.4.1)

Creating playback legends from Capture screenshots (in "Linking the Console to StandMAlone Capture") (Section 14.5.3)

Creative Use of Fixture Layouts (in "Pixel Mapper Examples")

Cross Fade HTP (in "Playback Options") (Section 10.6.2.2)

Cue Fader Mode (in "Playback Options") (Section 10.6.4.1)

Cue Linking & Link Offset (in "Cue List Timing")

Cue Links Disabled (in "Chase Options") (Section 11.6.2.1)

Cue Links Disabled (in "Cue List Options") (Section 11.6.2.1)

Cue List Fader Mode (in "Cue List Options") (Section 12.6.4.1)

Cue Lists (in "Key Profiles") (Section 3.4.4)

Cue Lists (in "Titan Commands Quick Reference") (Section 3.4.4)

Cue Release (in "Chase Options") (Section 11.6.5.1)

Cue Release (in "Cue List Options") (Section 11.6.5.1)

Cue View (in "Editing Cues") (Section 10.4.3.2)

Cues (in "Key Profiles") (Section 3.4.1)

Cursor (in "Timelines introduction") (Section 13.1.7)

Curve (in "Playback Options") (Section 10.6.4.2)

Cycles (in "Shape Generator") (Section 9.2.5.2)

24.1.4 D

Deactivate Attributes from Cues Using "Off" (in "Editing Cues") (Section 10.4.5)

Delay In / Fade In / Fade Out (in "Playback Options")

Delete (in "Titan Commands Quick Reference") (Section 22.1.5)

Deleting a chase (in "Copying™ Moving™ Linking and Deleting a Chase") (Section 11.7.2)

Deleting a Cue (in "Copying™ Moving™ Linking and Deleting a Cue") (Section 10.7.3)

Deleting a Cue List (in "Copying⊠ Moving⊠ Linking and Deleting Cue Lists") (Section 12.7.2)

Deleting a Patched Fixture (in "Copying™ moving and deleting fixtures") (Section 6.4.2)

Deleting a step from a chase (in "Copying Moving Linking and Deleting a Chase") (Section 11.7.3)

Deleting Fixtures from Groups (in "Fixture Groups") (Section 7.4.1.2)

Deleting Palettes (in "Copying™ Moving and Deleting Palettes") (Section 8.5.2)

Deleting playbacks in a Timeline (in "Running and Editing Timelines") (Section 13.3.2.6)

Deleting Shapes (in "Editing Shapes and Effects") (Section 9.5.9)

Directly removing attributes from fixtures (in "Selecting Fixtures") (Section 7.1.3.3)

Disabling a Cue (in "Editing Cue Lists") (Section 12.4.11)

Displacement and Layer Properties (in "Pixel Mapper Examples") (Section 9.7.6)

Display (in "User Settings") (Section 19.5.2)

Display Setup (in "The System Menu") (Section 19.2.13)

DMX Output Properties (in "DMX Output Mapping") (Section 19.6.2.1)

DMX Overview (in "DMX Output Mapping") (Section 19.6.3)

DMX Settings (in "The System Menu") (Section 19.2.2)

DMX View Window (in "Changing the Patch") (Section 6.3.7)

Downloading fixture personalities from Avolites (in "Fixture Personalities") (Section 20.1.1)

24.1.5 E

Edit Times of a Running Cue List (in "Editing Cue Lists") (Section 12.4.8)

Edit Values in Cue View (in "Editing Cues") (Section 10.4.3.3)

Editing a Chase Using Unfold (in "Editing a Chase") (Section 11.4.2)

Editing a Cue by Merging (in "Editing Cues") (Section 10.4.1)

Editing a Cue List using Unfold (in "Editing Cue Lists") (Section 12.4.4)

Editing a Cue List Which is Running (in "Editing Cue Lists") (Section 12.4.7)

Editing a Cue List While Recording (in "Editing Cue Lists") (Section 12.4.9)

Editing a Live Running Shape (in "Editing Shapes and Effects") (Section 9.5.1)

Editing a Shape in a Cue Using Include (in "Editing Shapes and Effects") (Section 9.5.3)

Editing Cues While Running (in "Theatre Programming Quick Guide")

Editing Frames (in "Key Frame Shapes") (Section 9.3.2.3)

Editing Shapes and Effects in Cues (in "Editing Shapes and Effects") (Section 9.5.2)

Editing the Personality (in "Fixture Personality Options") (Section 6.5.7)

Editing Times in the Programmer (in "Cue Timing") (Section 10.5.4)

Editing Values in Cue View Window (in "Editing Cue Lists") (Section 12.4.2)

Editing Which Playbacks are in a Playback Group (in "Playback controls") (Section 16.2.3.2)

Effect Master Parameters (in "Pixel Mapper") (Section 9.4.1.5)

Effect Speed Multiplier (in "Playback Options") (Section 10.6.5.1)

Effects (in "User Settings") (Section 19.5.14)

Effects tab (in "Chase Options") (Section 10.6.5)

Effects Tab (in "Cue List Options") (Section 10.6.5)

Effects Tab (in "Playback Options") (Section 10.6.5)

Effects/Shapes (in "Theatre Programming Quick Guide") (Section 12.8.10)

Elements (in "Pixel Mapper") (Section 9.4.1.1)

Example 1: Odd/Even (in "Pixel Mapper Examples") (Section 9.7.3.1)

Example 2 - Pseudo Random (in "Pixel Mapper Examples") (Section 9.7.3.2)

Example 3 - Angles (or "when straight just isn't good enough...") (in "Pixel Mapper Examples")

Example CITP setup (in "Using Active Fixtures with CITP") (Section 21.4.1)

Example of a simple Art-Net system (in "Controlling Fixtures over a Network") (Section 21.3.3)

Exchange Mapping (in "Changing the Patch") (Section 6.3.9)

Exporting Shows (in "Capture Show Files") (Section 14.4.1)

Extracting a Cue from a Cue List with Include (in "Editing Cue Lists") (Section 12.4.12)

Extracting a step from a chase with Include (in "Editing a Chase") (Section 11.4.3)

24.1.6 F

Fade Modes (in "Cue Timing") (Section 10.5.1.1)

Fade Times and Fixture Overlap (in "Cue Timing") (Section 10.5.1)

Fader Tab (in "Cue List Options") (Section 10.6.4)

Fader Tab (in "Playback Options") (Section 10.6.4)

Fader Tab (in "Timeline Options") (Section 10.6.4)

Fading Shape Size and Speed (in "Advanced Options") (Section 9.6.1)

Fan Curves (in "Changing Fixture Attributes") (Section 7.2.10.1)

Fan Mode (in "Changing Fixture Attributes") (Section 7.2.10)

Fan Parts (in "Changing Fixture Attributes") (Section 7.2.10.2)

Filter Columns (in "Editing Cues") (Section 10.4.3.1)

Filtering the fixtures shown (in "Viewing and Editing Fixture Values") (Section 7.3.2.1)

Finding a Lost Fixture (in "Patching New Fixtures or Dimmers") (Section 6.2.9)

Fire First Cue (in "Cue List Options") (Section 12.6.4.2)

Fixture / Attribute curves (in "Fixture Personality Options")

Fixture Button Halo (in "Changing the Patch") (Section 6.3.6)

Fixture Exchange (in "Changing the Patch") (Section 6.3.8)

Fixture Group Masters (in "Playback controls") (Section 16.2.4)

Fixture Layout (in "Fixture Groups")

Fixture macros and Lamping fixtures on and off (in "Fixture Advanced Options") (Section 7.6.1)

Fixture Offset (in "Fixture Personality Options") (Section 6.5.4)

Fixture Order (in "Fixture Groups") (Section 7.4.2.1)

Fixture Order and Fixture Layout in Groups (in "Fixture Groups") (Section 7.4.2)

Fixture Overlap (in "Chase Timing") (Section 10.6.3.2)

Fixture Overlap (in "Cue List Timing") (Section 10.6.3.2)

Fixture Overlap (in "Playback Options") (Section 10.6.3.2)

Fixture Select Buttons and Handles (in "Patching New Fixtures or Dimmers") (Section 6.2.1)

Fixture Selection (in "Visualising using Capture") (Section 14.3.1)

Fixtures (in "Key Profiles") (Section 19.4.2.1)

Fixtures (in "Titan Commands Quick Reference") (Section 19.4.2.1)

Fixtures with Multiple Cells/Sub-Fixtures (in "Selecting Fixtures") (Section 7.1.4)

Flash and swop buttons (in "Playback controls") (Section 16.2.6)

Flash Fade In / Flash Fade Out (in "Playback Options")

Flip (in "Changing Fixture Attributes") (Section 7.2.9)

Forced Shutdown (in "Connecting up and Titan basics") (Section 5.1.3)

Formatting (in "User Settings") (Section 19.5.10)

Freeze Fixtures or Attributes (in "Fixture Personality Options") (Section 6.5.6)

Front edge of the console (in "Diamond 9") (Section 4.2.4)

24.1.7 G

General (in "User Settings") (Section 19.5.1)

General Use (in "Pixel Mapper") (Section 9.4.1.4)

Global Release Mask (in "Cue Playback") (Section 10.3.7.1)

Global Timings for Chases (in "Chase Timing") (Section 11.5.1)

Grand Master fader and assignable masters (in "Playback controls") (Section 16.2.1)

Groups (in "Key Profiles") (Section 19.4.2.2)

24.1.8 H

Handle Paging (in "Playback Options") (Section 10.6.1.1)

Handle Tab (in "Chase Options") (Section 10.6.1)

Handle Tab (in "Cue List Options") (Section 10.6.1)

Handle Tab (in "Playback Options") (Section 10.6.1)

Handle Tab (in "Timeline Options") (Section 10.6.1)

Handle Worlds (in "Multi⊠User Operation") (Section 5.5.2)

Handles (in "User Settings") (Section 19.5.4)

Highlighting the Selected Fixture with Prev/Next (in "Selecting Fixtures") (Section 7.1.9) How Titan Works When Programming (in "Creating a Cue") (Section 10.2.1)

24.1.9 I

If your network is connected to the internet (in "A quick guide to IP addressing") (Section 21.6.2) Importing markers (in "Creating a Timeline") (Section 13.2.2.1) Importing parts of other shows (in "Loading and saving shows") (Section 5.8.3) Importing Shows (in "Capture Show Files") (Section 14.4.2) In an emergency (in "Fixture Personalities") (Section 20.1.6) Include (in "Titan Commands Quick Reference") (Section 22.1.6) Individual Attribute Fade Times (in "Cue List Timing") (Section 12.5.3) Individual Cue Times in Chases (in "Chase Timing") (Section 11.5.2) Individual Key Profiles for playbacks (in "Key Profiles") (Section 19.4.4) Installation Instructions (in "Recovering and Reinstalling the Console") (Section 19.9.1) Installing the Titan software (in "T1 and T2") (Section 4.8.1) Installing Titan Simulator (in "Titan Simulator") (Section 5.6.1) Intensity wheel (Diamond 9 only) (in "Changing Fixture Attributes") (Section 7.2.3) Intensity/Shutter (in "Changing Fixture Attributes") (Section 7.2.4.1) Invert Attributes (in "Fixture Personality Options") (Section 6.5.2)

24.1.10 J

Jumping to a Step (in "Chase Playback") (Section 11.3.6)

24.1.11 K

Key macro buttons (in "Front Panel Buttons") (Section 5.4.3)
Key Profile (in "Playback Options") (Section 10.6.1.2)
Key Profile Options for Cue Lists (in "Cue List Playback") (Section 12.3.5)
Key profiles (in "Front Panel Buttons") (Section 5.4.2)
Key Profiles (in "The System Menu") (Section 5.4.2)
Key Profiles (in "User Settings") (Section 5.4.2)
Key profiles view (in "Show Library") (Section 5.7.4)
Keyboard shortcuts (in "Front Panel Buttons") (Section 5.4.4)
Keyboard Shortcuts/Syntax for Cue Lists (in "Creating a Cue List") (Section 12.2.6)
Keypad (in "Operating the Remote") (Section 17.3.1)
Kill Point (in "Playback Options") (Section 10.6.4.3)
Killing a Cue List (in "Cue List Playback") (Section 12.3.2)

24.1.12 L

Label the console (in "Useful functions") (Section 16.1.2)

Layout editor with Ai server (in "Operating Synergy")

LEDs (in "User Settings") (Section 19.5.13)

Legends and Picture Legends (in "Workspace Windows") (Section 5.2.4)

Lightmap: Pixel Mapping Ai Media Content (in "Operating Synergy")

Linking (in "Chase Options") (Section 11.6.2.2)

Linking to other TitanNet Sessions (in "Multi⊠User Operation") (Section 5.5.3)

Loading a show (in "Loading and saving shows") (Section 5.8.2)

Loading and saving shows, and other Setup (in "TNP Console Mode")

Local Release Mask (in "Cue Playback") (Section 10.3.7.2)

Lock (in "User Settings") (Section 19.5.3)

Locking a playback onto the same handle on every page (in "Playback controls") (Section 16.2.10)

Locking the console (in "Useful functions") (Section 16.1.4)

Locking the panel (in "TNP Console Mode") (Section 18.3.3)

Locking the TNP (in "TNP Slave Mode") (Section 18.2.2)

Loop Action (in "Chase Options") (Section 11.6.2.3)

Loop Action (in "Cue List Options") (Section 11.6.2.3)

24.1.13 M

Macros (in "Key Profiles") (Section 12.8.11)

Manual Fixture Overlap when Recalling Palettes (in "Timing with Palettes") (Section 8.6.3)

Manually Controlling the Steps of a Chase (in "Chase Playback") (Section 11.3.4)

Manually Overriding Palette Times (in "Timing with Palettes") (Section 8.6.2)

Mapping shows for import (in "Show Library") (Section 5.7.2)

Masking shapes using Mask FX (in "Shape Generator") (Section 9.2.7)

Master Time and Overlap for Palettes (in "Timing with Palettes") (Section 8.6.4)

Masters (in "Key Profiles") (Section 19.4.2.9)

Match Surface Resolution (in "Operating Synergy") (Section 15.3.5.4)

Media Servers/Active Fixtures (in "Changing Fixture Attributes") (Section 7.2.4.7)

Media Viewer (in "Operating Synergy") (Section 15.3.2)

MIDI Show Control (in "External triggering") (Section 16.4.3)

Mini Screen (Arena only) (in "Workspace Windows") (Section 5.2.9)

Module Properties (in "DMX Output Mapping") (Section 19.6.2)

Move In Dark (MID) Functions (in "Cue List Playback") (Section 12.3.4)

Move In Dark (in "Cue List Options") (Section 12.6.2.3)

Moving a Cue (in "Copying™ Moving™ Linking and Deleting a Cue") (Section 10.7.2)

Moving around the timeline view with the wheels (in "Timelines introduction") (Section 13.1.6)

Moving, Copying and Deleting Individual Cues (in "Editing Cue Lists")

Multiple Effects (in "Key Frame Shapes") (Section 9.3.2.4)

24.1.14 N

Nested Palettes (in "Creating Palettes") (Section 8.2.3)

Network DMX Node Settings (in "DMX Output Mapping") (Section 19.2.3)

Network DMX Node Settings (in "The System Menu") (Section 19.2.3)

Network Settings (in "The System Menu") (Section 18.2.1.1)

Network Settings (in "TNP Slave Mode") (Section 18.2.1.1)

Network Setup using a Dedicated Access Point (in "Setting up the Remote") (Section 17.2.2)

Node Settings (in "TNP Slave Mode") (Section 18.2.1.2)

24.1.15 O

Only Showing Relevant Palettes (in "Using Palettes") (Section 8.3.3)

Opening a Chase for Editing (in "Editing a Chase") (Section 11.4.1)

Opening and Positioning Workspace Windows (in "Workspace Windows") (Section 5.2.1)

Optical Connections (in "Connecting the Diamond 9 or Arena to a network") (Section 21.2.1)

Options (in "Key Profiles") (Section 19.4.2.8)

Other Connections (in "Connecting up and Titan basics") (Section 5.1.8)

Other Layout Editor Tools (in "Pixel Mapper Examples") (Section 9.7.4)

Other release operations (in "Cue Playback") (Section 10.3.8)

Overlaying Effects (in "Pixel Mapper Examples") (Section 9.7.2)

24.1.16 P

Palette Pages (in "Using Palettes") (Section 8.3.2)

Palettes (in "Key Profiles") (Section 8)

Palettes (in "User Settings") (Section 8)

Palettes with Saved Times (in "Timing with Palettes") (Section 8.6.1)

Parameters for Individual Frames (in "Key Frame Shapes") (Section 9.3.2.2)

Parked Fixtures (in "Patching New Fixtures or Dimmers") (Section 6.2.8)

Patch View (in "Changing the Patch") (Section 6.3.1)

Patching (in "User Settings") (Section 6)

Patching Active Fixtures / Media Servers (in "Patching New Fixtures or Dimmers")

Patching by RDM (in "Patching New Fixtures or Dimmers") (Section 6.2.7)

Patching Capture Fixtures onto the Console (in "Linking the Console to StandMAlone Capture") (Section 14.5.2)

Patching Console Fixtures into Capture (in "Linking the Console to Stand⊠Alone Capture") (Section 14.5.1)

Patching Dimmers (in "Patching New Fixtures or Dimmers") (Section 6.2.2)

Patching Fixtures with Multiple Cells (sub-fixtures) (in "Patching New Fixtures or Dimmers") (Section 6.2.5)

Patching Moving Light Fixtures (in "Patching New Fixtures or Dimmers") (Section 6.2.3)

Phase control of Key Frame Shapes from Ai (in "Operating Synergy") (Section 15.3.6)

Pioneer Bridge running on separate computer (in "Linking PioneerDJ System to Titan") (Section 16.5.1.2)

Pioneer Bridge running on the console (in "Linking PioneerDJ System to Titan") (Section 16.5.1.1)

Pioneer Workspace window (in "Linking PioneerDJ System to Titan") (Section 16.5.2)

Pixel Mapper Layer Masters (in "Pixel Mapper") (Section 9.4.2)

Pixel Mapper Preview Window (in "Pixel Mapper") (Section 9.4.1.3)

Play Order (in "Chase Options") (Section 11.6.2.4)

Playback and Cue View (in "Editing Cues") (Section 10.4.3)

Playback Control Macros (in "Set List Window") (Section 16.3.4)

Playback Group Options (in "Playback controls") (Section 16.2.3.3)

Playback Group Workspace Display Options (in "Playback controls") (Section 16.2.3.4)

Playback Groups (in "Cue Playback") (Section 10.3.11)

Playback Groups (in "Playback controls") (Section 10.3.11)

Playback Order and Priorities (in "Pixel Mapper Examples") (Section 9.7.5)

Playback priority (in "Playback controls") (Section 16.2.7)

Playback Tab (in "Chase Options") (Section 10.6.2)

Playback Tab (in "Cue List Options") (Section 10.6.2)

Playback Tab (in "Playback Options") (Section 10.6.2)

Playback View Window (in "Editing Cue Lists") (Section 12.4.1)

Playbacks (in "Diamond 9") (Section 4.2.2)

Playing Back a Chase (in "Chase Playback") (Section 11.3.1)

Playing Back a Cue (in "Cue Playback") (Section 10.3.2)

Position (in "Changing Fixture Attributes") (Section 7.2.4.2)

Position Overlay (in "Operating Synergy") (Section 15.3.5.3)

Power and UPS behaviour (in "Connecting the Diamond 9 or Arena to a network") (Section 21.2.4)

Preset playbacks (Tiger Touch only) (in "Playback controls") (Section 16.2.9)

Priority (in "Playback Options") (Section 10.6.2.3)

Programming a Chase (in "Creating a Chase") (Section 11.2.1)

Programming a Cue List (in "Creating a Cue List") (Section 12.2.1)

Programming a Timeline using Live Record (in "Creating a Timeline") (Section 13.2.1)

Programming controls (in "Diamond 9") (Section 4.2.3)

Programming Cues (in "Theatre Programming Quick Guide") (Section 12.8.5)

Programming the Release / Power On State (in "Cue Playback")

24.1.17 Q

Quick Build Cues (in "Creating a Cue") (Section 10.2.3)

Quick Palettes with no Fixtures Selected (in "Using Palettes") (Section 8.3.4)

Quick Record (in "Creating Palettes") (Section 3.5.1)

Quick Record (in "Workspace Windows") (Section 3.5.1)

24.1.18 R

Randomising Effects (in "Pixel Mapper Examples") (Section 9.7.1) Range Mapping (in "Changing the Patch") (Section 6.3.9.1) Rate and BPM Masters (in "Chase Timing") (Section 11.5.4) Recalling a Palette Value (in "Using Palettes") (Section 8.3.1) Recalling From a Button (in "Using Palettes") (Section 8.3.1.1) Recalling From the Keypad (in "Using Palettes") (Section 8.3.1.2) Record (in "Titan Commands Quick Reference") (Section 22.1.3) Record a Group (in "Fixture Groups") (Section 7.4.1.1) Record Mode (in "Creating a Cue List") (Section 12.2.1.1) Recording Cue with a Mask (in "Creating a Cue") (Section 10.2.6) Recording Palettes (in "Operating the Remote") (Section 17.3.3) Recover show (in "Loading and saving shows") (Section 5.8.5) Release (in "Cue Playback") (Section 10.3.6) Release (in "User Settings") (Section 10.3.6) Release Mask (in "Cue Playback") (Section 10.3.7) Release Mask (in "Playback Options") (Section 10.3.7) Release Tab (in "Chase Options") (Section 10.6.6) Release Tab (in "Cue List Options") (Section 10.6.6) Release Tab (in "Playback Options") (Section 10.6.6) Release Tab (in "Timeline Options") (Section 10.6.6) Release Time (in "Playback Options") (Section 10.6.6.2) Releasing a master (in "Cue Playback") (Section 10.3.8.3) Releasing a page of playbacks (in "Cue Playback") (Section 10.3.8.1) Releasing the programmer contents (in "Cue Playback") (Section 10.3.8.2) Removing or Adding Fixtures (in "Editing Shapes and Effects") (Section 9.5.7) Reporting a Personality Bug to Avolites (in "Fixture Personalities") (Section 20.1.5) Requesting a New Fixture Personality (in "Fixture Personalities") (Section 20.1.4) Resynchronise Shapes (in "Editing Shapes and Effects") (Section 9.5.4) Reversing a Shape (in "Editing Shapes and Effects") (Section 9.5.8) Run On Startup (in "Playback Options") (Section 10.6.2.4) Running a Cue List (in "Cue List Playback") (Section 12.3.1) Running a Cue List to Timecode (in "Cue List Timing") (Section 12.5.5) Running a Key Macro from a Cue List (in "Creating a Cue List") (Section 12.2.5) Running a timeline to timecode (in "Running and Editing Timelines") (Section 13.3.1) Running Cues (in "Theatre Programming Quick Guide") (Section 12.8.6)

Running Playbacks (in "TNP Console Mode") (Section 18.3.1) Running Titan Simulator (in "Titan Simulator") (Section 5.6.2)

24.1.19 S

sACN Properties (in "DMX Output Mapping") (Section 19.6.2.2)

Sample Region Overlay (in "Operating Synergy") (Section 15.3.5.2)

Saving a Key Frame Shape to a Cue (in "Key Frame Shapes") (Section 9.3.3)

Saving screen layouts using Workspaces (in "Useful functions") (Section 16.1.3)

Saving the show (in "Loading and saving shows") (Section 5.8.1)

Saving Workspace Layouts (in "Workspace Windows") (Section 5.2.2)

Scene Master (in "Playback controls") (Section 16.2.5)

Select and Flash buttons (in "Front Panel Buttons") (Section 5.4.1)

Select If (in "Titan Commands Quick Reference") (Section 22.1.2)

Selecting Fixtures and Dimmers by number (Channel) (in "Selecting Fixtures") (Section 7.1.5)

Selecting Fixtures and Dimmers for Control (in "Selecting Fixtures") (Section 7.1.1)

Selecting Fixtures using a Pattern (in "Selecting Fixtures") (Section 7.1.6)

Selecting Fixtures which are in a Playback (in "Selecting Fixtures") (Section 7.1.7)

Selecting timecode source (in "Timelines introduction") (Section 13.1.3)

Selecting triggers (in "Running and Editing Timelines") (Section 13.3.2.1)

Selection tool types (in "Timelines introduction") (Section 13.1.8)

Set Offset (in "Timeline Options") (Section 13.4.7.1)

Setting a background image for Lock screen (in "Useful functions") (Section 16.1.4.1)

Setting a Venue Mode workspace for basic controls while locked (in "Useful functions") (Section 16.1.4.2)

Setting Attribute Fade Times for a Cue (in "Cue Timing") (Section 10.5.3)

Setting Attribute Fade Times for a Cue in a Chase (in "Chase Timing") (Section 11.5.3)

Setting Attributes from the Softkeys (in "Changing Fixture Attributes") (Section 7.2.5)

Setting Dimmer/Fixture Levels (in "Theatre Programming Quick Guide")

Setting Fixture/Attribute Times (in "Changing Fixture Attributes") (Section 7.2.11)

Setting Fixtures to a Start Position (Locate) (in "Selecting Fixtures") (Section 7.1.2)

Setting Legends (in "Changing the Patch") (Section 6.3.5)

Setting Legends for Palettes (in "Creating Palettes") (Section 8.2.5)

Setting Other Attributes of Intelligent Fixtures (in "Theatre Programming Quick Guide") (Section 12.8.3)

Setting Palettes to All Fixtures in a Playback (in "Using Palettes") (Section 8.3.5)

Setting Speed and Crossfade for a Chase (in "Chase Playback") (Section 11.3.3)

Setting the console's IP address (in "Controlling Fixtures over a Network")

Setting the View (in "TNP Console Mode") (Section 18.3.2)

Setting track legends and halo colours on tracks (in "Running and Editing Timelines") (Section 13.3.2.7)

Setting up a MIDI fader controller with T2 (in "External triggering") (Section 16.4.2.1)

Setting up BPM triggers from Pioneer (in "Linking PioneerDJ System to Titan") (Section 16.5.3)

Setting up Cameras (Views) (in "Setting up the Rig") (Section 14.2.3)

Setting Up Consoles for Backup (in "Linking Consoles for Multi User or Backup") (Section 16.6.2)

Setting Up Consoles for Multi-User (in "Linking Consoles for Multi\(\mathbb{U}\)User or Backup") (Section 16.6.1)

Setting up DMX outputs (in "Controlling Fixtures over a Network") (Section 21.3.2)

Setting up External Triggering (in "External triggering") (Section 16.4.2)

Setting up Fixtures (in "Setting up the Rig") (Section 14.2.2)

Setting up the Ai Show (in "Setting up Synergy") (Section 15.2.2)

Setting up the Stage and Rigging (in "Setting up the Rig") (Section 14.2.1)

Setup (in "TNP Slave Mode") (Section 18.2.1)

Shape & Effect Speed (in "Playback Options")

Shape Behaviour (in "Playback Options") (Section 10.6.5.3)

Shape Direction (in "Shape Generator") (Section 9.2.4)

Shape Size (in "Playback Options") (Section 10.6.5.4)

Shape Tracking (in "Cue List Options") (Section 12.6.2.4)

Shape Tracking in Cue Lists (in "Creating a Cue List") (Section 12.2.3)

Shape/Layer Controls (in "Key Frame Shapes") (Section 9.3.2.1)

Shapes Linked to Groups (in "Editing Shapes and Effects") (Section 9.5.6)

Shortcuts to Open Workspace Windows (in "Workspace Windows") (Section 5.2.1.1)

Show Library tab (in "Show Library") (Section 5.7.1)

Show Video Overlay (in "Operating Synergy") (Section 15.3.5.1)

Shutter Blades/Keystone (in "Changing Fixture Attributes") (Section 7.2.4.8)

Size Source (in "Playback Options") (Section 10.6.5.5)

Snap options (in "Running and Editing Timelines") (Section 13.3.2.8)

Software Licensing (in "Recovering and Reinstalling the Console") (Section 19.9.2)

Spawn and Pre-Spool (in "Pixel Mapper Examples") (Section 9.7.7)

Special function bank/clip numbers (in "Operating Synergy") (Section 15.3.7)

Speed (in "Playback Options") (Section 10.6.3.4)

Speed and Size Masters (in "Cue Playback") (Section 10.3.5)

Speed and Size Masters (in "Playback controls") (Section 10.3.5)

Speed multiplier (in "Chase Options") (Section 11.6.3.1)

Speed Multipliers (in "Chase Timing") (Section 11.5.5)

Speed Source (in "Playback Options") (Section 10.6.5.6)

Start Time & Duration (in "Timeline Options")

Starting up and shutting down (in "Connecting up and Titan basics") (Section 5.1.2)

Stepping through selected fixtures one at a time (in "Selecting Fixtures") (Section 7.1.8)

Stopping pixel map effects with Mask FX (in "Pixel Mapper") (Section 9.4.3)

Storing a Palette (in "Creating Palettes") (Section 8.2.2)

Storing Shapes in Palettes (in "Shape Generator") (Section 9.2.8)

Swap Pan and Tilt (in "Fixture Personality Options") (Section 6.5.1)

Synergy Fixtures Window (in "Setting up Synergy") (Section 15.2.5)

Synergy Settings (in "The System Menu") (Section 19.2.4)

Synergy Setup (in "Setting up Synergy") (Section 15.2.4)

24.1.20 T

Table view (in "Running and Editing Timelines") (Section 13.1.9)

Table view (in "Timelines introduction") (Section 13.1.9)

Temporary Release Mask (in "Cue Playback") (Section 10.3.7.3)

Testing a timeline (in "Running and Editing Timelines") (Section 13.3.1.1) The Back Panel (in "Arena") (Section 4.2.5) The Back Panel (in "Diamond 9") (Section 4.2.5) The Back Panel (in "Pearl Expert and Touch Wing") (Section 4.2.5) The Back Panel (in "Sapphire Touch") (Section 4.2.5) The Back Panel (in "Tiger Touch") (Section 4.2.5) The Channel Grid Window (in "Viewing and Editing Fixture Values") (Section 7.3.1) The Intensity View Window (in "Viewing and Editing Fixture Values") (Section 7.3.2) The Main Controls (in "Arena") (Section 4.3.1) The Main Controls (in "Pearl Expert and Touch Wing") (Section 4.3.1) The Main Controls (in "Sapphire Touch") (Section 4.3.1) The Main Controls (in "Tiger Touch") (Section 4.3.1) The Menu/Softkeys (in "Other Parts of the Touch Screen") (Section 5.3.1) The ML Menu button (in "Fixture Advanced Options") (Section 7.6.2) The overview bar (in "Timelines introduction") (Section 13.1.5) The Pearl Expert Touch Wing (in "Pearl Expert and Touch Wing") (Section 4.11.3) The Screen (in "Titan Mobile") (Section 4.9.1) The Toolbar (in "Other Parts of the Touch Screen") (Section 5.3.2) Tidying the console with the Move function (in "Useful functions") (Section 16.1.5) Tiger Touch Wing (in "Fader Wings") (Section 4.12.2) Time and Fade Options for Cue Lists (in "Cue List Timing") (Section 12.5.1) Time options (in "Timeline Options") (Section 13.4.7) Timecode (in "User Settings") (Section 19.5.15) Timecode linking and local timecode controls (in "Timelines introduction") (Section 13.1.4) Timecode Source (in "Cue List Options") (Section 12.6.2.5) Timecode Tab (in "Timeline Options") (Section 13.4.6) Timeline (in "User Settings") (Section 19.5.9) Timeline Editing (in "Running and Editing Timelines") (Section 13.3.2) Timeline Tab (in "Timeline Options") (Section 13.4.5) Times (in "Titan Commands Quick Reference") (Section 19.5.7) Times (in "User Settings") (Section 19.5.7) Times tab (in "Chase Options") (Section 10.6.3) Times Tab (in "Cue List Options") (Section 10.6.3) Times tab (in "Playback Options") (Section 10.6.3) Times Tab (in "Timeline Options") (Section 10.6.3) Timing Options (in "Chase Timing") (Section 11.5.2.3) Titan and TNP outputting over Art-Net (and DMX) (in "A quick guide to IP addressing") (Section 21.6.1.3) Titan and TNP with all output operating as standard DMX (in "A quick guide to IP addressing") (Section 21.6.1.1) Titan Healthcheck (in "Connecting up and Titan basics") (Section 5.1.5)

Titan Mobile (in "Multi⊠User Operation")

Titan Mobile Connections panel (in "Titan Mobile") (Section 4.7.2)

Titan Mobile Wing (in "Fader Wings") (Section 4.12.3)

Titan Mobile, Titan Go or Titan Simulator Procedure (in "Fixture Personalities")

Titan outputting over Art-Net Fixtures (and DMX) (in "A quick guide to IP addressing") (Section 21.6.1.2)

Titan Telemetry (in "The System Menu") (Section 19.2.12)

TitanNet Security (in "The System Menu") (Section 19.2.5)

Tools (in "TNP Slave Mode") (Section 18.2.3)

Touch Keyboard (in "Workspace Windows") (Section 5.2.6)

Touch screen controls (in "Diamond 9") (Section 4.2.1)

Track Workspace and Macro links (in "Set List Window") (Section 16.3.3)

Trackball (Diamond 9 and Sapphire Touch only) (in "Changing Fixture Attributes") (Section 5.2.7)

Trackball (Diamond 9 and Sapphire Touch only) (in "Workspace Windows") (Section 5.2.7)

Tracking (in "Cue List Options") (Section 12.3.3)

Tracking (in "Cue List Playback") (Section 12.3.3)

Tracks (in "Timelines introduction") (Section 13.1.2)

Triggers (in "The System Menu") (Section 13.1.1)

Triggers (in "Timelines introduction") (Section 13.1.1)

Turn Off Unselected Fixtures (Remainder Dim) (in "Selecting Fixtures") (Section 7.1.10)

Turning Off Individual Fixtures (in "Cue Playback") (Section 10.3.10)

24.1.21 U

Undo/Redo (in "Other Parts of the Touch Screen") (Section 5.3.4)

Update Mode (in "Editing Cue Lists") (Section 12.4.9.1)

Updating Palettes Used in a Playback (in "Editing Palettes") (Section 8.4.4)

Updating Patched Personalities (in "Changing the Patch") (Section 6.3.10)

Updating Stored Values and Palettes used in a Cue (in "Editing Cues") (Section 10.4.2)

Updating the Personality Library on the Console (in "Fixture Personalities") (Section 20.1.2)

Updating Values in a Range of Cues (in "Editing Cue Lists") (Section 12.4.10)

Uploading Content with the Media browser (in "Operating Synergy") (Section 15.3.1)

User Settings (in "The System Menu") (Section 19.2.6)

User/Custom Personalities (in "Fixture Personalities") (Section 20.1.3)

Users (in "Multi⊠User Operation") (Section 5.5.1)

Users tab (in "Show Library") (Section 5.7.3)

Using an Existing Network (in "Setting up the Remote") (Section 17.2.1)

Using arrow buttons to move trigger selection (in "Running and Editing Timelines") (Section 13.3.2.2)

Using Fixture Groups (in "Fixture Groups") (Section 7.4.1)

Using Parts of Existing Cues - the Include Function (in "Editing Cues") (Section 10.4.4)

Using Shapes in Cues (in "Shape Generator") (Section 9.2.6)

Using Shapes/Effects in Cues (in "Creating a Cue") (Section 10.2.4)

Using the overview bar (in "Running and Editing Timelines") (Section 13.3.2.4)

Using the Playback View Window (in "Chase Timing") (Section 11.5.2.1)

Using the wheels to edit triggers (in "Running and Editing Timelines") (Section 13.3.2.3)

Using Unfold (in "Chase Timing") (Section 11.5.2.2)

Using Update to Change Tracked Cues (in "Editing Cue Lists") (Section 12.4.6) Using Virtual Panel with a console (in "Titan Simulator") (Section 5.6.3)

24.1.22 V

Video preview screens (Diamond 9 only) (in "Workspace Windows") (Section 5.2.8) View Detailed Fixture Information (in "Changing the Patch") (Section 6.3.2) Viewing Active Playbacks (in "Cue Playback") (Section 10.3.4) Viewing active playbacks (in "Playback controls") (Section 10.3.4) Viewing and Editing the Content of Palettes (in "Editing Palettes") (Section 8.4.1) Virtual faders (in "Playback controls") (Section 16.2.8) Visualiser (in "Other Parts of the Touch Screen") (Section 5.3.3)

24.1.23 W

Wheels (in "User Settings") (Section 19.5.16)
Which Attributes are Stored in Palettes (in "Creating Palettes") (Section 8.2.1)
Window appearance settings (in "Viewing and Editing Fixture Values") (Section 7.3.2.2)
Wipe (in "The System Menu") (Section 19.2.8)
Wired Ethernet Outputs (in "Connecting the Diamond 9 or Arena to a network") (Section 21.2.2)

24.1.24 X

XFade (in "Chase Options") (Section 11.6.3.2)