

22 Titan Reference

22.1 Titan Commands Quick Reference

Please note that some commands may require <Enter> to complete the command. In this reference <Enter> has always been omitted for clarity.

[Softkey] formatting means a softkey on the console.

< Button > formatting means a physical labelled button

{ } means a handle button, e.g. {Cue} means the **Select** button on a cue playback handle

Numbers are typed on the numeric keypad

The available buttons may differ depending on which console you are using. If your console doesn't have the button, a softkey is also provided with the same function.

Some of the buttons in this guide have changed names and so here is a list of the old button names and their new equivalents.

Old Name	New Name
Connect	Cue
SET	TIME

22.1.1 Fixtures

<Fixture> 1 <Through> 10

Select fixtures 1 through to 10.

<Fixture> 1 <Through> 10 <And> 20 <And> 25

Select fixtures 1 to 10 and 20, 25

<Fixture> 5 <@> <@>

Put fixture 5 at full intensity.

<Fixture> 1 <Through> 60 <@> 75

Put fixtures 10 to 60 at 75% intensity.

<Group> 2 <@> <@>

Put group 2 at full intensity.

<Group> 2 <@> 75

Put group 2 at full intensity.

Celled Fixtures (Sub Fixtures)

<.> m

Select cell m in the selected fixtures.

<.>

Select all the cells in the selected fixtures.

n <.>

all sub-fixtures of fixture n

1 <Through> 5 <.> 2

Select the second cell of fixtures 1 to 5

<.> <Through> <.> j

<Through> <.> j

Select cells 1 to j of all selected fixtures

<.> m <Through>

Cells m->last of all selected fixtures

<.> m <Through> <.> j

<.> m <Through> i

sub-fixtures m->j or all selected fixtures

n <Through> i<.>

all sub-fixtures of fixtures n->i

n <Through> i<.> j

sub-fixture j of fixtures n->i

n <Through> <.> j

sub-fixture 1->j of fixture n

n <.> <Through>

all sub-fixtures of fixture n->last consecutive of type n

n <.> <Through> i

sub-fixtures 1->i of fixture n

n <, > <Through> i <, > j

sub-fixtures 1->j of fixtures n->i

22.1.2 Select If

<Select If> <@><@>

Select all fixtures above 0% intensity.

<Select If> <@> <Through> 50

Select all fixtures above 50% intensity

<Select If> <@> 50 <Through>

Select all fixtures below 50% intensity

22.1.3 Record

<Record> {Cue list} {Cue list} Append cue at the end of the list.

<Record> <Cue> <Cue>

Merge the live cue of the connected cue list with the programmer.

<Record> <Cue> 90.1

Merge cue 90.1 of the connected cue list with the programmer. If this cue doesn't exist it will be created.

<Record> <Cue> 1 <Through> 10 <And> 20

Record/merge programmer contents into cues 1 to 10 and 20 (select copy/merge/replace from softkeys or double press <Enter> to merge.)

<Record> <Position> <Cue> <Cue>

Merge only position from the programmer with the live cue.

<Record> <Options> <Position> <Cue> <Cue>

Merge only position from the programmer with the live cue.

- See [Updating Cues \(Section 12.8.7\)](#) in the Theatre Programming section for more information about editing Cue Lists and recording/merging multiple cues in Cue Lists.

22.1.4 Copy, Move in cue list

<Copy> {Cue list} n <Enter>

Copy cue n and append at the end of the cue list.

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <@> n

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <Enter> n <Enter>

Copy or move cues 1,2,3,4,6,7,8,9,10,20 from {Cue list} and insert after cue n.

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <@> <@>

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <Enter> <Enter>

Copy or move cues 1,2,3,4,6,7,8,9,10,20 and insert at the end of the cue list.

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <@> {target playback} n

<Copy>/<Move> {Cue list} 1 <Through> 10 [NOT] 5 <And> 20 <Enter> {target playback} n <Enter>

Copy or move cues 1,2,3,4,6,7,8,9,10,20 and insert at cue n in the target playback.

22.1.5 Delete

<Delete> <Cue> n

Delete cue n from the connected cue list.

22.1.6 Include

<Include> <Cue> n

Include cue n into the programmer from the connected cue list.

22.1.7 Times

<Time> 5

5 sec fade in

<Cue> 3 <Time> 5

5 sec fade in on connected playback's cue 3

<Time> <Fixture> 5

5 sec fade in for all attributes of selected fixtures

<Time> <Fixture> <Gobo> 5

5 sec fade in for gobo attribute group of selected fixtures

<Time> <Fixture> <@> <B@> 5

5 sec fade in for attribute connected to wheel B on selected fixtures

<Time> 5 <@> 3

5 sec fade in, 3 sec delay

<Time> 5 <And> 2

5 sec fade in, 2 sec fade out

<Time> 1 <Through> 10

times spread across fixtures according to selection order

22.1.8 Cue Lists**<Cue> n <Go>**

Go to cue n (in connected cue list)

5 <Go>

Run the next cue with 5 sec fade instead of the programmed cue time

<Cue> 3 <Enter> 5 <Go>

Jump to cue 3 with 5 sec fade instead of the programmed cue time

22.2 Button reference

This section lists all the physical buttons and tells you what they do. The **links** take you to the section of the manual where the function is explained in more detail. Some consoles may not have all these buttons.

<n> means to type in a numeric value on the keypad.

<View> <Colour> indicates to press a sequence of buttons.

<Avo> + <Clear> with a plus symbol means to hold down the first button while pressing the second button.

{Select} means to press a playback select button.

<@> (by numeric keypad) Allows numeric entry of attribute values on selected fixtures. Can also be used with <Fixture> or <Group> buttons to change selection state. For the <@> buttons next to the wheels see [Wheel @](#).

Examples:

<Fixture> 1 <And> 5 <And> 7 <@> 75 <Enter> (Set fixtures 1,5,7 to 75%)

<Group> 5 <@> <@> (Set all fixtures in group 5 to full)

Buttons	Action
<@> <n> <Enter>	Set intensity of currently selected fixtures to <n> in the programmer. (<n> normally 0-99, optionally can be single digit 0-9, see Formatting (Section 19.5.10))
<@> <@>	Set intensity of currently selected fixtures to full in the programmer.

22.2.1 <@A> <@B> <@C>

For the <@> buttons next to the wheels see [Wheel @](#).

22.2.2 <Align>

(D9 and T3 only) Allows copying of attributes between fixtures. On other consoles this function is accessed using <ML Menu>. See [Align Fixtures \(Section 7.2.8\)](#).

22.2.3 <All>

Used to start and end pattern selection (such as odd/even) within a range of selected fixtures. See [Selecting fixtures using a pattern \(Section 7.1.6\)](#). (On D9 labelled <Pattern/All>)

22.2.4 <And>

Used when selecting multiple items using the numeric keypad, can be combined with <Through> and <Not>. See [Selecting fixtures and dimmers by number \(Section 7.1.5\)](#). Some consoles do not have this button, an [And] softkey is also provided.

Example: <Fixture> 1 <And> 5 <And> 7

Also when entering time or timecode values the <And> and <Through> buttons move the cursor between hours/minutes/seconds/frames.

22.2.5 <Assign>

(D9 and ST only) Allows you to reassign attributes controlled by the trackball and (on D9 only) intensity wheel. See [Trackball \(Section 5.2.7\)](#).

22.2.6 <Avo>

Acts as a “Shift” button when held down, giving access to different functions. Or a quick press shows a softkey menu with other functions.

Buttons	Action
<Avo> + <All>	Set zero intensity into programmer for unselected fixtures (same as <Rem Dim>), see Turn off unselected fixtures (Section 7.1.10) . Also used when setting Attribute Times to deselect all fixtures, see Attribute Fade Times (Section 12.5.3) .
<Avo> + <Back>	Undo, see Undo/Redo (Section 5.3.4) .
<Avo> + <Close>	Close all workspace windows, see Workspace windows (Section 5.2.1.2) .
<Avo> + <Copy>	Same as pressing <Move> (for consoles which don't have a Move button, but works on all consoles)
<Avo> + <Disk>	Enter System menu to set up the console, see System Menu (Section 19.2) .
<Avo> + <Exit>	Exit menu structure back to the top level.
<Avo> + <Fix +>	Jump the pattern forward (or back with <Fix ->) in pattern select mode.
<Avo> + <Flash On>	Flash out (turn off) selected fixtures while held.
<Avo> + <Group> {Select}	Record group to handle, see Record a group (Section 7.4.1.1) .
<Avo> + <Highlight>	Record the highlight state, see Highlight (Section 7.1.9)
<Avo> + <Macro> {Select}	Record macro to handle, see Key Macro buttons (Section 5.4.3) .
<Avo> + <Min/Max>	Select a different workspace window to be the active window, see Workspace windows (Section 5.2) (../titan-basics/workspace-windows.
<Avo> + <Open/View> {Workspace button}	Record workspace layout, see Saving workspace layouts (Section 5.2.2) .

Buttons	Action
<Avo> + <Release>	Release all playbacks by priority (same as double press <Release>). See Release (Section 10.3.6) .
<Avo> + <Shape>	
<Avo> + <Size/Position>	Move the active workspace window to the next screen, see Workspace windows (Section 5.2.1.2) .
<Avo> + <Time>	Preview Attribute fade time, see Attribute Times (Section 7.2.11) .
<Avo> + <Undo> or <Avo> + <@>	Redo, see Undo/Redo (Section 5.3.4) .
<Avo> + [Blind]	Toggle Blind mode, same as pressing <Blind>.
<Avo> + [Edit current key profile]	Reallocate the function of the Select and Flash buttons, see Key Profiles (Section 19.4) .
<Avo> + [Lock]	Temporarily lock console controls, see Locking the console (Section 16.1.4) .
<Avo> + [User Settings]	Enter the User Settings menu, see User Settings (Section 19.5) .
<Avo> + {Scene Master}	Enter or exit preset mode when Scene Master assigned to Macro/Executor button or touch button, see Scene Master (Section 16.2.5) .
<Avo> + {Master}	Releases the master to its default state (no effect on output), see Releasing a Master (Section 10.3.8.3) .
<Avo> + {Playback}	Kill playback, see Release (Section 10.3.6) .
<Avo> + Turn wheel	Wheel Turbo mode, 1 revolution goes through entire attribute range
<Avo> + 2/4/6/8	Cursor up, left, right, down

22.2.7 <Back>

Backspace key for numeric entry or command line inputs.

22.2.8 <Beam>

Selects the Beam attribute group so the wheels will control Zoom, focus etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.9 <Blind>

Switches the console into Blind mode which allows you to make programming changes using the visualiser (or in your head) while not affecting the stage output. See [Blind mode \(Section 10.2.5\)](#).

22.2.10 <Block>

(D9 and T3 only) Not used yet.

22.2.11 <Chan Grid>

(Arena only) Opens the Channel Grid workspace window. See [The Channel Grid Window \(Section 7.3.1\)](#).

22.2.12 <Clear>

Clears the contents of the programmer and deselects fixtures. See [Clearing the fixture selection and the programmer \(Section 7.1.3\)](#).

Buttons	Action
<Clear>	Single press clears the programmer and deselects fixtures. (Optional 2-press sequence, see Clear Action Precedence (Section 19.5.12))
<n> <Clear>	Clears the programmer with a fade out time of <n>
<Clear> + <All>	Deselect all fixtures but keep changes in programmer
<Clear> + [Set Mask]	Clears only the attribute groups specified in the mask
<Clear> + [Clear Selected Fixtures]	Only clears the programmer for fixtures which are currently selected
<Clear> + [Individual Attributes]	Clear individual attributes from programmer (use softkeys to select)
<Clear> + [Clear All Programmers]	Clears programmers from other users and from the Titan Remote
<Clear> + [Clear Options]	Show user settings for Clear, see User settings - Clear (Section 19.5.12)

22.2.13 <Close>

Close the currently active workspace window.

Example: (Tap window to make it active) <Close>

22.2.14 <Colour>

Selects the Colour attribute group so the wheels will control colour, RGB, CMY etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.15 <Commit>

(D9 only) Commits the Scene Master change, as if you'd pushed the master to the end of its travel. See [Scene Master \(Section 16.2.5\)](#).

22.2.16 <Connect>

(Labelled Cue or Connect/Cue on some consoles) Connects the sequence controls (Go button etc) to a playback. Also used to select cues when recording or playing cue lists.

See [Connecting a Chase for control](#), [Running a Cue List \(Section 12.3.1\)](#), [Theatre programming \(Section 12.8\)](#)

22.2.17 <Copy>

Used to make copies of items (fixtures, playbacks etc). Use <Latch> to keep the copy function active for copying multiple items. Press twice to make linked copy.

Example: <Copy> {Source Playback} {Destination Playback}

Buttons	Action
<Avo> + <Copy>	Same as pressing <Move> (for consoles which don't have a Move button, but works on all consoles)
<Copy> <Copy>	Selects Linked Copy, same as pressing <Copy> [Link]

22.2.18 <Cue>

Used when selecting cues in Cue Lists. Labelled Connect on some consoles, see [Connect](#).

22.2.19 <Cue +>

(D9 and T3 only) Moves the next cue in the connected cue list on by one - same as <Next Step>.

22.2.20 <Cue ->

(D9 and T3 only) Moves the next cue in the connected cue list back by one - same as <Prev Step>.

22.2.21 <Custom (wheels)>

(D9 only - button to right of wheels) Not used yet.

22.2.22 <Delete>

Used to delete items. You usually need to press the item to be deleted a second time to confirm the delete, or press <Enter> to confirm. Use <Latch> to keep the Delete function active for deleting multiple items.

Example: <Delete> {Playback} {Playback}

22.2.23 <Direction>

(D9 and T3 only) Used when setting direction of shapes. See [Shape Direction \(Section 9.2.4\)](#)

22.2.24 <Disk>

Shows disk functions such as Save Show etc. If pressed when <Avo> held, enters System menu. See [Saving the show \(Section 5.8.1\)](#) and [The System Menu \(Section 19.2\)](#).

Buttons	Action
<Avo> + <Disk>	Enter System menu
<Disk> <Disk>	Save the current show without asking any questions

22.2.25 <Edit>

Used when editing palettes. See [Changing the content of palettes \(Section 8.4.2\)](#).

22.2.26 <Effect>

Selects the Effect attribute group so the wheels control Prism etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.27 <Enter>

Completes or accepts many commands.

22.2.28 <Enter/B>

(D9 only) Enters Scene Master preset mode. See [Scene Master \(Section 16.2.5\)](#).

22.2.29 <Exit>

Leaves the current menu and goes one level back up the menu structure.

Buttons	Action
<Avo> + <Exit>	Exit menu structure back to the top level

22.2.30 <Exit/A>

(D9 only) Exits Scene Master preset mode and goes back to Live. See [Scene Master \(Section 16.2.5\)](#).

22.2.31 <FX>

(D9 and T3 only) Selects the Shape/FX menu to run shapes, key frame shapes or pixel map effects. Also used to enable/disable FX attribute group when setting masks. See [Shape menu](#).

Multiple presses followed by <Enter> will select the options in the Shape/FX menu - press twice then <Enter> to select Key Frame Shapes or three times then <Enter> to select Pixel Mapper.

22.2.32 <FX (wheels)>

(D9 only - button to the right of the wheels) Sets the wheels into FX mode to control shape size, speed, spread.

22.2.33 <Fade/Delay (wheels)>

(D9 only - button to right of wheels) Sets the wheels into Fade/Delay mode to control fade and delay times.

22.2.34 <Fan>

Starts Fan mode so the wheels spread out attributes rather than setting values. See [Fan Mode \(Section 7.2.10\)](#).

22.2.35 <Fix +1>

Selects the next fixture out of a range, used when programming to step through a range of fixtures one at a time. See [Stepping through selected fixtures \(Section 7.1.8\)](#).

22.2.36 <Fix -1>

Selects the previous fixture out of a range, used when programming to step through a range of fixtures one at a time. See [Stepping through selected fixtures \(Section 7.1.8\)](#).

22.2.37 <Fixture>

Opens the fixture/channel menu which is used when selecting fixtures from the keypad. See [Selecting fixtures and dimmers by number \(Section 7.1.5\)](#)

22.2.38 <Flash On>

Flashes selected fixtures while held.

22.2.39 <Go>

Runs the next cue of the connected playback, usually used when running cues from a cue list. See [Running a Cue List \(Section 12.3.1\)](#).

22.2.40 <Go page>

Type a number to jump to Page <n> of the associated fader bank (consoles with multiple fader banks may have several of these buttons). See also <Page +> and <Page ->. See [Changing playback pages \(Section 10.3.3\)](#).

Buttons	Action
<Go page> <n>	Switch fader bank to page n
<Release> <Go page>	Release whole page of playbacks. See Release Page .

22.2.41 <Gobo>

Selects the Gobo attribute group so the wheels control gobo select, rotation etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.42 <Group>

Opens the group menu for saving and editing fixture groups. See [Fixture Groups \(Section 7.4.1\)](#). Can also be used to set levels on a group, example: <Group> 5 <@> <@> sets all fixtures in Group 5 to full.

22.2.43 <Hi light>

Starts or ends Hi-light mode which visually shows the selected fixture(s) on stage by increasing intensity or setting a contrasting colour. Often used with <Fix +1> and <Fix -1> buttons. See [Stepping through selected fixtures \(Section 7.1.8\)](#).

22.2.44 <Include>

(followed by playback Select) Loads the contents of a playback back into the programmer for further editing or re-use. See [Include Function \(Section 10.4.4\)](#).

22.2.45 <Intensity>

Selects the Intensity attribute group so the wheels control Dimmer, Shutter etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.46 <Keyboard>

(D9 only) Shows the touch screen keyboard. On other consoles there is a button in the window title bars to open the keyboard. See [Touch Keyboard \(Section 5.2.6\)](#).

22.2.47 <Latch>

(D9 and T3 only) Latches the current menu so that it remains active when you complete the action. <Latch Menu> on other consoles, see below.

22.2.48 <Latch Menu>

Latches the current menu so that it remains active when you complete the action. Useful for copy, move etc. Useful for copy, move etc. See [The Menu/Softkeys \(Section 5.3.1\)](#).

22.2.49 <Left>

(D9 / ST only) Left mouse button when trackball is in mouse mode.

22.2.50 <Legend>

(D9 and T3 only) (followed by a Select button) Set legend on an item. On other consoles use the [Set Legend] softkey at the top level menu. See [Legends and picture legends \(Section 5.2.4\)](#).

22.2.51 <Levels (wheels)>

(D9 only - button to right of the wheels) set wheels to Levels mode for setting attribute levels.

22.2.52 <Level @>

(D9 only) Opens the @ menu for the Intensity wheel.

22.2.53 <Library>

(Arena only) Opens the Show Library window. See [Show Library \(Section 5.7\)](#).

22.2.54 <Live Time>

Lets you edit timing information for the currently live cue in a cue list. See [Edit Times of a running cue list \(Section 12.4.8\)](#).

22.2.55 <Locate>

Sets selected fixtures to a “start” position with light coming out so you can program them. See [Setting fixtures to a Start Position \(Locate\) \(Section 7.1.2\)](#).

22.2.56 <Lock Axis>

(D9 and ST only) Not currently used.

22.2.57 <Macro>

Opens the Macro menu, which allows you to record sequences of keypresses for playback. See [Key Macro buttons \(Section 5.4.3\)](#).

You can also recall macros by number, example: <Macro> 5 <Enter>

22.2.58 <Mask FX>

(D9 and T3 only) Opens the Mask FX menu which allows you to create masks to block running shapes. Also available as a softkey on the Shapes and Effects menu. See [Mask Fx \(Section 9.2.7\)](#).

Buttons	Action
<Mask FX> <Intensity>	Create Mask FX for intensity (same for any attribute group button)
<Mask FX> <Mask FX>	Create Mask FX for all attribute groups

22.2.59 <Menu Latch>

Latches the current menu so that it remains active when you complete the action. Useful for copy, move etc. Useful for copy, move etc. See [The Menu/Softkeys \(Section 5.3.1\)](#).

22.2.60 <Min/Max>

Changes current workspace window between minimum (quarter screen) and maximum (full screen) size. See [Window Size \(Section 5.2.1.2\)](#).

22.2.61 <ML Menu>

At top level menu, opens the Moving Light menu where you can run fixture macros and access the [Align] function. Also acts as Menu Latch if pressed while in a submenu. See [The ML Menu button \(Section 7.6.2\)](#). Not on D9, use <Macro> to run fixture macros and <Align> to access Align function.

22.2.62 <Move>

Used to move items to different handles. Use <Latch> to keep the Move function active for moving multiple items.

Example: <Move> {Source Playback} {Destination Playback}

22.2.63 <Next Step>

Moves to the next cue in the connected cue list using programmed fade times. Labelled <Next Cue> or <Cue +> on some consoles. See [Running a cue list \(Section 12.3.1\)](#).

22.2.64 <Next Time>

Lets you edit timing information for the next cue in a connected cue list. See [Edit times of a running cue list \(Section 12.4.8\)](#).

22.2.65 <Not>

Used when selecting ranges of items. See [Selecting fixtures and dimmers by number \(Section 7.1.5\)](#).

Example: <Fixture> 1 <Through> 5 <not> 3 selects fixtures 1, 2, 4, 5

22.2.66 <Odd/Even>

Replaced by <All>. Used to start and end odd/even selection from a range of selected fixtures. See [Selecting fixtures using a pattern \(Section 7.1.6\)](#).

22.2.67 <Off>

Used to deactivate specific attribute values from fixtures or in playbacks. Attributes set to Off can later be restored to their previous values. See [Deactivate attributes using Off \(Section 10.4.5\)](#).

22.2.68 <Open>

(D9 only) Open workspace window, like double pressing View.

(Quartz, Titan Mobile) Show details about item, or double press to open workspace window, see [View \(Section 22.2.100\)](#).

22.2.69 <Open/View>

(Sapphire Touch, Arena, Tiger Touch only)

Show details about item, or double press to open workspace window, see [View \(Section 22.2.100\)](#).

22.2.70 <Options>

Followed by **Select** button, shows options screen for item. Usually used with playbacks but can set options for other types of item. See [Playback Options](#)

22.2.71 <Page +>

Move to next page in the fader bank (consoles with multiple fader banks may have several of these buttons). See also <Go Page>. See [Changing playback pages \(Section 10.3.3\)](#).

22.2.72 <Page ->

Move to previous page in the fader bank (consoles with multiple fader banks may have several of these buttons). See also <Go Page>. See [Changing playback pages \(Section 10.3.3\)](#).

22.2.73 <Palette>

Opens the Palette menu which is used when recalling palettes by number. See [Recalling palettes \(Section 8.3.1.2\)](#).

22.2.74 <Patch>

Opens the Patch menu. See [Patching new fixtures or dimmers](#).

<Pattern/All> (D9 and T3 only) Used to start and end pattern selection (such as odd/even) within a range of selected fixtures. Same as <All> on other consoles, see [All](#).

22.2.75 <Playback>

(Arena) Opens the Playbacks workspace window showing touch buttons for additional playback storage.

(D9 and T3) If pressed after <View>, opens the Playbacks workspace window.

22.2.76 <Playback (wheels)>

(D9 only - button to right of wheels) Sets the wheels to playback control mode.

22.2.77 <Position>

Selects the Position attribute group so the wheels control pan, tilt etc. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.78 <Preload/Auto>

(D9 only) Preload the Scene Master preset state (loads the LTP values of non-illuminated fixtures so they don't visibly move when the state is faded in). See [Scene Master \(Section 16.2.5\)](#).

22.2.79 <Prev Step>

Moves to the previous cue in the connected cue list using programmed fade times. Labelled <Prev Cue> or <Cue -> on some consoles. See [Running a cue list \(Section 12.3.1\)](#).

22.2.80 <Record>

Enter Record mode to record playbacks or palettes. See [Creating a cue \(Section 10.2.2\)](#) and [Storing a palette \(Section 8.2.2\)](#). Press <Record> multiple times to step through Record Cue / Record Chase / Record Cue List / Record Timeline options.

Buttons	Action
<Record> {Select}	Record programmer state to cue
<Record> {Palette window button}	Record programmer state to palette
<Record> {Workspace select button}	Record current workspace state to workspace select button
<Record> <Highlight>	Record the highlight state, see Highlight (Section 7.1.9)
<Record> <Locate>	Record the locate state, see Locate (Section 7.1.2.1) .

22.2.81 <Record Step>

Record the programmer into the current active cue in the connected cue list. See [Editing a cue list while recording \(Section 12.4.9\)](#)

22.2.82 <Release>

Used to override the LTP behaviour of attributes when a playback is killed. See [Release \(Section 10.3.6\)](#).

Can also be used to release various other items.

Buttons	Action
<Release> {Master}	Releases the master to its default state (no effect on output), see Releasing a Master (Section 10.3.8.3) .
<Release> {Playback}	Release the playbacks by priority. See Release (Section 10.3.6) .
<Release> <Clear>	Release attributes in the programmer. See Release (Section 10.3.8.2) .
<Release> <Go Page>	Release whole page of playbacks. See Release Page .
<Release> <Release>	Release all active playbacks by priority. See Release (Section 10.3.6) .
<Record> <Release>	Record the release or power on state. See Power On State .

22.2.83 <Rem Dim>

Turns off all unselected fixtures. Not fitted on all consoles, can also be accessed by <Avo> + <All>. See [Turn Off Unselected Fixtures \(Section 7.1.10\)](#)

22.2.84 <Reset>

(D9 only) Clear the preset state of the Scene Master. See [Scene Master \(Section 16.2.5\)](#).

22.2.85 <Review>

Re-runs the fade times of the current live cue to allow you to see timing changes. See [Edit Times of a Running Cue List \(Section 12.4.8\)](#)

22.2.86 <Right>

(D9 / ST only) Right mouse button when trackball in mouse mode.

22.2.87 <Scroll>

Makes the wheels scroll the focussed zone up/down.

22.2.88 <Select If>

Selects all fixtures which have intensity above zero. See [Select If \(Section 7.1.7\)](#).

22.2.89 <Set>

This button has become the <Time> button.

22.2.90 <Shape>

Selects the Shape/FX menu to run shapes, key frame shapes or pixel map effects. See [Shapes and Effects \(Section 9.1\)](#).

22.2.91 <Size/Position>

Moves the currently selected workspace window around the different size and position options. If <Avo> held also, moves the window to the other screen.

22.2.92 <Snap>

Enables Snap mode which makes <Prev Step> / <Next Step> buttons snap through cues without using the programmed fade times in cue lists or chases. See [Running a cue list \(Section 12.3.1\)](#). Sets the Chase Snap (if a chase is connected) or Cue List Snap (if a cue list is connected) user setting in [General user settings](#).

22.2.93 <Special>

Selects the Special attribute group so the wheels control fixture-specific functions like modes and macros. Also used for creating masks. See [Changing Attributes using the Wheels \(Section 7.2.1\)](#).

22.2.94 <Stop>

Stops/freezes the current cue fades. See [Running a cue list \(Section 12.3.1\)](#). If used when already stopped, goes back a cue.

22.2.95 <Through>

Used when selecting ranges of items. See [Selecting fixtures and dimmers by number \(Section 7.1.5\)](#).

Example: <Fixture> 1 <Through> 5 <not> 3 selects fixtures 1, 2, 4, 5

Also when entering time or timecode values the <And> and <Through> buttons move the cursor between hours/minutes/seconds/frames.

22.2.96 <Time>

Show the Times menu which is used to set cue timing. See [Fade times \(Section 10.5.1\)](#). Also used to set fade times directly. See [Times \(Section 19.5.7\)](#).

Buttons	Action
<Time> n	Set n second fade into programmer, will record with the next cue to be recorded
<Time> <Fixture> n	Set n second fade into programmer for all attributes of selected fixtures

22.2.97 <Undo>

Undo the last action (an Undo list is shown in the system prompt). See [Undo/Redo \(Section 5.3.4\)](#).

Buttons	Action
<Avo> + <Undo>	Redo (revert the last Undo change)

22.2.98 <Unfold>

followed by playback **Select**, splits out a cue list or chase onto the playback faders so each cue/step can be edited individually. See [Editing a chase using unfold \(Section 11.4.2\)](#).

22.2.99 <Update>

Updates the current cue by merging the contents of the programmer. See [Updating Stored Values and Palettes used in a Cue \(Section 10.4.2\)](#).

22.2.100 <View>

(D9, T3, Titan Go, Pearl Expert, Tiger Touch 1)

Followed by **Select** button to show details about item, or double press to open workspace window. See [Palettes \(Section 8.4.1\)](#) and [Cues \(Section 10.4.3\)](#), or [Opening Workspace Windows](#).

Also gives shortcuts to opening workspace windows and editing workspaces:

Buttons	Action
<View> <Beam>	Open Beam palettes view
<View> <Colour>	Open Colour palettes view
<View> <Connect>	Open Playback view for connected playback
<View> <Copy>	Copy workspace select button
<View> <Delete>	Delete workspace select button
<View> <Fixture>	Open Fixtures window
<View> <FX>	Open Shape palettes view
<View> <Gobo>	Open Beam palettes view
<View> <Group>	Open Groups window
<View> <Intensity>	Open Intensity View
<View> <Macros>	Open Macros window
<View> <Move>	Move workspace select button
<View> <Off>	Open Active playbacks window

Buttons	Action
<View> <Options>	Open Attribute editor
<View> <Patch>	Open Patch view
<View> <Playback>	Open Playbacks view
<View> <Position>	Open Position Palettes view
<View> <Release>	Open Active playbacks window
<View> <Shape>	Open Shape palettes view
<View> n <Enter>	Recall workspace with ID number n

22.2.101 <Visualiser>

Opens the Visualiser window. See [Capture visualiser](#).

22.2.102 <Wheel @>

(The @ buttons next to the wheels) - Open the Wheel @ menu which lets you control the attribute which is currently allocated to the wheel.

22.2.103 <XYZ>

(D9 only - button to right of wheels) Sets the wheels to XYZ position mode for moving fixtures in Visualiser or Layout Editor.