



## Navigation Tricks List

The following is a list of tricks and tips for navigation in Titan

- <n> Means typing a number
- [ ] Means a hard key on the console
- { } Means a softkey on screen
  
- **Set the time:** Double click on the clock in the top bar. Always check the time zone before changing hours to prevent licensing issues
- **Hard Key Not Working:** Use the Virtual Panel from the {Tools} menu to get you thru till it can be repaired.
- **Set Desk Lamp or Screen Brightness:** Enter the system menu ([AVO] + {DISK}) use wheels to adjust ( only some consoles have brightness control)
- **Set BPM/Rate directly:** <n> then tap one of the masters keys (any of them) and it will set that as the BPM/Rate %
- **Fire Macro <n> times:** Type number then fire macro, macro will be played that many times
- **Quickly set record type:** press [Record] once for Cue, twice for chase, three times for cue list
- **[AVO] + [COPY] = Move**
- **[AVO] + [Palette] = Quick access to the record palette menu**
- **[AVO] + [Group] = Quick access to the record group menu**
- **[AVO] + [Macro] = Quick access to the record macro menu**
- **How to delete a workspace:** [Open/View] then [Delete] to delete any workspace
- **Change fade time of next Cue:** <n> [GO] - fades in the next cue in a cuelist in n seconds, overriding the programmed fade time
- **Search deep in menus:** use the search box to find menu options faster.
- **Options missing in a Menu:** Check to see if you have typed in the search box in the prompt area by accident
- **Window to small to Adjust:** [Min/Max] to resize window
- **Move Window to different screen:** [AVO] + [Size/Position] Moves the currently selected window to another screen.
- **Close All Windows:** [AVO] + [Close]
- **Clear over a time:** <n> Then [Clear] will clear over that time
- **Wheel [ @ ] Keys:** Allow fast Access to Freeze, Touch, Locate, Off, Or On for the attribute active for that wheel
  - Tap it twice for 100% of a percentage based attribute (such as Intensity, RGB or CMY)
- **Add full intensity to the Programmer:** Tap [ @ ] [ @ ]
- **Add a percentage of intensity to the programmer:** [ @ ] + <n> [Enter] for percentage you want.
- **Quick exit menus to the top:** [AVO] + [EXIT], This will also exit the Unfold Menu
- **What is the next available channel to patch:** In patch view. If you need to quickly find the next available DMX address you can click on the 'space' between the fixtures in the {Bar graph} and if you are patching it will automatically put this address in the patching
- **Save the show instantly:** Tap [DISK] [DISK]
- **Select all fixtures:** [AVO]+ [ALL] [ALL] [ALL] or [ODD/EVEN] [ODD/EVEN] [ODD/EVEN] on some consoles
- **Want to Move/Copy/Delete/Set Legend lots of items:** Use the [Latch Menu] after [COPY], [MOVE],[Delete] or {Set Legend} to stay in that menu
- **How to see /select cells on multi cell fixture:** Use [Unfold] then tap fixture.
- **Move Camera in Capture with wheels:** In the Context Menu {Camera Move} then how you want to move the camera
- **Quick Pattern Selection:** Select fixtures or Group then click [ALL] or [ODD/EVEN] on some consoles to select within selected fixtures a pattern such as odd, even, random – etc
- **Group Pattern Selection:** Click and hold {Group} then select from the soft keys Odd/Even etc [ALL] or [ODD/EVEN] on some consoles does this also
- **Record time into palettes/cues:** Use the [Time] key to put times in the programmer
- **Release all running playbacks:** Double tap [Release] to release ALL running playbacks
- **Legend Wing Pages:** {Set Legend} then [Go Page] on the wing.
- **Quick open Patch View:** [View/Open] + [Patch]
- **Quick Open Fixtures Window:** [View/Open] + [Fixtures]
- **Quick Open Groups Window:** [View/Open] + [Groups]
- **Quick Open Macro's Window:** [View/Open] + [Macros]
- **Quick Open Attribute Editor:** [View/Open] + [Options]

- **Quick Open Active Playbacks:** [View/Open] + [Off]
- **Quick Open Gobo and Beam Palettes Window:** [View/Open] + [Beam] or [View/Open] + [Gobo]
- **Quick Open Colour Palettes Window:** [View/Open] + [Colour]
- **Quick Open Position Palettes Window:** [View/Open] + [Position]
- **Quick Open Shape Palettes Window:** [View/Open] + [Shapes]
- **Quick Open Intensity View:** [View/Open] + [Intensity]
- **Quick Open Cue List View of connected Cue List:** [View/Open] + [Connect/Cue]
- **Quick Remove a Value From Programmer:** Click on it in the Attribute/Wheel Display , Then [Clear]
- **Quick Open Fixture View (Personality Map, Dip settings, etc...) :** [View/Open] + {Fixture Handle}

