Action and Menus

When dealing with macros you'll soon learn that even simple actions might require several steps: in general, programming is a very fine-grained business.

One of the aspects of this is that the menu - which is displayed to you - is independent from the things which are going on inside the programm. And while there might be measures in place to keep menus and the core in sync, there are also occasions where it is you duty to deal with this.

One clear example are the Enable/Disable Timecode macros. For testing, I modified the macros and programmed a cuelist to run from the internal timecode. The modified macros are available here:

modifiedtimecodemacros.xml

`<step>Timecode.SetEnabled(true)</step>` would be all it needs to enable the timecode timer inside the program. However, this does not change the menu to 'Timer Enabled'.

In turn, `<step>ActionScript.SetProperty.Boolean(“Timecode.Enabled”, true)</step>` sets the menu to 'Timer Enabled', and

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