2025/08/07 18:37 1/2 Stopwatch/Flash Playback

Example

Stopwatch/Flash Playback

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description:	flashes a playback and stopwatches the time this is activated
remarks:	idea: https://www.facebook.com/groups/1811437589141428/permalink/2606214156330430/ use this to stopwatch the time a CO2 jet is activated see also Timecode - Start/Stop

timecode, start, stop, stopwatch, flash

functions

- Playbacks.FlashPlayback
- Timecode.TimecodeOne.Play
- Playbacks.ClearFlashPlayback
- Timecode.TimecodeOne.Pause

Code

stopwatchflash.xml

```
<?xml version="1.0" encoding="utf-8"?>
<!-- flash playback 1 while being held and use timecode 1 as stopwatch
- ->
<avolites.macros>
  <macro id="wiki.Macros.timecode.one.stopwatchflash" name="Stopwatch")</pre>
Timecode 1 with PB900 flash">
    <description>Stopwatch Timecode 1 with PB900 flash/description>
    <start>
      <step>Playbacks.FlashPlayback("cueHandleUN=900")</step>
      <step>Timecode.TimecodeOne.Play()</step>
    </start>
    <end>
      <step>Playbacks.ClearFlashPlayback("cueHandleUN=900")
      <step>Timecode.TimecodeOne.Pause()</step>
    </end>
  </macro>
</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to Formats and syntax

This macro sports separate actions when being clicked/pressed and when being released.

When the macro button/key is pressed the <start> sequence is performed:

- Playbacks.FlashPlayback("cueHandleUN=900") flashes a particular playback
- Timecode.TimecodeOne.Play() makes a particular timecode run

When the macro button/key is released the <end> sequence is performed:

- Playbacks.ClearFlashPlayback("cueHandleUN=900") un-flashes the playback which was previously flashed
- Timecode.TimecodeOne.Pause() pauses the timecode

How to use it

- make this macro available. It is advisable to copy or move it to a hardware button (executor)
- record a playback with the action you want to stopwatch, e.g. with your CO2 jet @ 100%. Give this playback the user number 900.
- you can even unassign this playback, or move it to a page which is safe from being hit by accident

Now, while this macro is activated, the timecode runs and the playback is being flashed.

Further hints:

- this can only be some measure for you. Please don't use this for any items which are safetyrelevant
- the internal timecode can easily be reset. Please make sure this particular timecode is only used for this stopwatch thing (you might change Timecode.TimecodeOne for e.g. Timecode.TimecodeFourin order to use another timecode). Also make sure the timecode you use is set to be internal as play/pause will not work on all timecode sources or will have unexpected results.

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