

Example

Enable/Disable Timecode

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description:	Enable/disable/toggle timecode input
remarks:	These macros are now factory default macros, and are shown here for documentation.

functions

- [ActionScript.SetProperty.Boolean](#)
- [Timecode.SetEnabled](#)

affected properties

- [Timecode.Enabled](#)

Code

[TimecodeMacros.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.Timecode.Enable" name="Enable Timecode">
    <description>Enable Timecode timer.</description>
    <sequence>
      <step>ActionScript.SetProperty.Boolean("Timecode.Enabled",
true)</step>
      <step>Timecode.SetEnabled(Timecode.Enabled)</step>
    </sequence>
  </macro>
  <macro id="Avolites.Macros.Timecode.Disable" name="Disable Timecode">
    <description>Disable Timecode timer.</description>
    <sequence>
      <step>ActionScript.SetProperty.Boolean("Timecode.Enabled",
false)</step>
      <step>Timecode.SetEnabled(Timecode.Enabled)</step>
    </sequence>
  </macro>
  <macro id="Avolites.Macros.Timecode.Toggle" name="Toggle Timecode">
    <description>Toggle Timecode timer.</description>
    <sequence>
      <step>ActionScript.SetProperty.Boolean("Timecode.Enabled",
!Timecode.Enabled)</step>
      <step>Timecode.SetEnabled(Timecode.Enabled)</step>
    </sequence>
  </macro>
</avolites.macros>
```

```
</sequence>  
</macro>  
</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

These macros are a good example for keeping the programming core and the menu in sync - this is explained in [Action and Menus](#).

- `ActionScript.SetProperty.Boolean("Timecode.Enabled", true)` sets the variable 'Timecode.Enabled', which in fact enables the timer AND sets the menu if the timecode menu is open.
- `Timecode.SetEnabled(Timecode.Enabled)` sets the timecode timer to the value the variable 'Timecode.Enabled' is set to.
- `ActionScript.SetProperty.Boolean("Timecode.Enabled", !Timecode.Enabled)` is explained in [Control Structures](#): it is a simple toggle logic which sets the variable 'Timecode.Enabled' to its counterpart: if it is enabled, it will be disabled - and vice versa.

How to use it

See [Deploying macros](#).

Fire any of the macros if you want to enable/disable/toggle the macro timer.

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