Example

Timecode - Start/Stop

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description:	Start/Stop a timecode timer

The idea is to use a timer as stop watch, e.g. for CO2 cannons. See https://www.facebook.com/groups/Avolites/permalink/1444431649022398/

play, pause, stop, timecode

functions

- Timecode.Context.Play
- Timecode.Context.Pause

The longer file with macros for all four timecodes iss available here:

timecode_startstop_full.xml

Code

TimecodeStartStop.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <!-- History & Knowledge base-->
  <!-- 23/01/2019 created : Sebastian Beutel -->
  <!-- idea:
https://www.facebook.com/groups/Avolites/permalink/1444431649022398/ -
->

  <macro id="sb.Macros.timecode.context.timer.start" name="Start
Timecode Timer C">
    <sequence>
      <step>Timecode.Context.Play()</step>
    </sequence>
  </macro>

  <macro id="sb.Macros.timecode.context.timer.stop" name="Stop Timecode
Timer C">
    <sequence>
      <step>Timecode.Context.Pause()</step>
    </sequence>
  </macro>
```

```
  <macro id="sb.Macros.timecode.one.timer.start" name="Start Timecode
Timer 1">
    <sequence>
      <step>Timecode.TimecodeOne.Play()</step>
    </sequence>
  </macro>

  <macro id="sb.Macros.timecode.one.timer.stop" name="Stop Timecode
Timer 1">
    <sequence>
      <step>Timecode.TimecodeOne.Pause()</step>
    </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

The timer (internal timer) for a particular timecode source (context, one/two/three/four) as started/stopped. Interesting for integrating in a cuelist to check how long a cue is active.

How to use it

See Deploying macros.

E.g. built a cuelist and load the relevant macro into the steps required.

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://avosupport.de/wiki/macros/example/timecodestartstop?rev=1548254632

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