

Example

# Timecode - Winamp Tracks

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| <b>by:</b>          | Sebastian Beutel, November 2019   |
| <b>published:</b>   | here  |
| <b>description:</b> | example to fire some distinct Winamp tracks based on the actual time  |
| <b>remarks:</b>     | idea:<br><a href="https://www.facebook.com/groups/1811437589141428/permalink/2489876031297577/">https://www.facebook.com/groups/1811437589141428/permalink/2489876031297577/</a><br>timecode, winamp, track, fire |

The idea is to fire some Winamp tracks - with a timecoded show per track - at various times (real time of day).

The first idea to put everything into one cue list did not work as then the timecode stamps would not be in successive order. However it can be done with two separate cue lists which also has some more advantages, e.g. it is very easy to adjust the general showtime (just offset the times in the Masterlist) without tampering with the showlist's times.

In theory it would be possible to do this without any coded macros by using the Winamp fixture but this turns out to be not very reliable (see [Alex Del Bondio's remarks](#)). Thus, Winamp is assigned as timecode source, and the tracks are selected with `SetStartTime()`.

Global parameters:

- Timecode 2 is set to Winamp (for additional safety this is done every time a track is fired)
- Timecode 3 is set to Clock
- the master cue list needs to be set to Timecode source = Clock (playback options)
- the show cue list needs to be set to Timecode source = Winamp (playback options)
- Of course the timer needs to be enabled and proper timestamps be defined

[A macro file with track macros for track 1~4 and the pause macro is available here:](#)

timecodespecial.xml

*There are similar functions and properties in the namespaces [Timecode.TimecodeOne](#), [Timecode.TimecodeTwo](#), [Timecode.TimecodeThree](#) and [Timecode.TimecodeFour](#). Use the functions for the particular timecode you want to use.*

## functions

- [ActionScript.SetProperty.Enum](#)
- [Timecode.TimecodeOne.SetSource](#)
- [Timecode.TimecodeOne.SetStartTime](#)
- [Timecode.MakeTimecodeTime](#)
- [Math.IsEqual](#)
- [Timecode.TimecodeOne.Reset](#)
- [Timecode.TimecodeOne.Play](#)
- [Timecode.TimecodeOne.Pause](#)

## affected properties

- [Timecode.TimecodeOne.Source](#)
- [Timecode.TimecodeOne.IsControlAllowed](#)

## control structures

- [condition](#)
- [Step Pause](#)

## Code

[timecodetracks.xml](#)

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

  <!-- Winamp uses the hour nibble as track identifier, e.g. the first
  track in the playlist starts at 01:00:00:00 -->

  <macro id="wiki.Macros.SetTimecodeTwoToWA1" name="TC2 Winamp Track
  1">
    <description>Sets Timecode 2 to a specific value.</description>
    <sequence>
<step>ActionScript.SetProperty.Enum("Timecode.TimecodeTwo.Source",
"Winamp")</step>
      <step
pause="0.05">Timecode.TimecodeTwo.SetSource(Timecode.TimecodeTwo.Source
)</step>
      <step
pause="0.05">Timecode.TimecodeTwo.SetStartTime(Timecode.MakeTimecodeTim
e(1, 00, 00, 00, false, 100))</step>
      <step
condition="Math.IsEqual(Timecode.TimecodeTwo.IsControlAllowed,
true)">Timecode.TimecodeTwo.Reset()</step>
      <step
condition="Math.IsEqual(Timecode.TimecodeTwo.IsControlAllowed,
true)">Timecode.TimecodeTwo.Play()</step>
    </sequence>
  </macro>

  <!-- macros for other tracks are in the attached file -->

  <macro id="wiki.Macros.SetTimecodeTwoToPaused" name="Pause Timecode
  2">
    <description>Pauses Timecode 2.</description>
    <sequence>
      <step
```

```

condition="Math.IsEqual(Timecode.TimecodeTwo.IsControlAllowed,
true)">Timecode.TimecodeTwo.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 first macro makes sure Timecode 2 is set to Winamp and fires track #1 by setting the timecode time and starting the timecode:

- `ActionScript.SetProperty.Enum("Timecode.TimecodeTwo.Source", "Winamp")` sets Winamp as property `Timecode.TimecodeTwo.Source`
- `Timecode.TimecodeTwo.SetSource(...)` activates this as actual timecode source (the pause is required to avoid race conditions here)
- `Timecode.TimecodeTwo.SetStartTime(...)` sets a specific start time
  - the time itself needs to be of [type TimecodeTime](#) which is created with `Timecode.MakeTimecodeTime(1, 00, 00, 00, false, 100)` (thus, for more tracks, change this to `(1, 00, 00, 00, false, 100)`, `(2, 00, 00, 00, false, 100)` - see <http://forum.avolites.com/viewtopic.php?f=20&t=6298>)
- the next two functions - `Timecode.TimecodeTwo.Reset()` to rewind the track to the given time, and `Timecode.TimecodeTwo.Play()` to actually start the timecode, are only applicable if the timecode source can be controlled (i.e. not Clock, MIDI or SMPTE), and are only executed if the flag `Timecode.TimecodeTwo.IsControlAllowed` is set to true

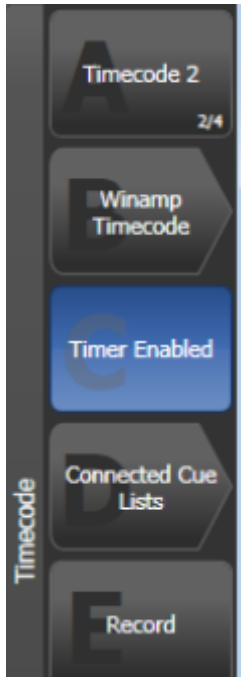
The other macro `Pause Timecode 2` might be required to pause Winamp:

- if this timecode source can be controlled (`<step condition="Math.IsEqual(Timecode.TimecodeTwo.IsControlAllowed, true)">`)
- then `Timecode.TimecodeTwo.Pause()` pauses this timecode

## How to use it

- [make this macro available](#)
- start Winamp, load some songs as playlist
- in Titan create your master cue list
  - load the macros `TC Winamp Track 1`, `TC Winamp Track 2` etc. and set the timestamps to your liking
  - make sure to add another empty cue after the last track (I found that sometimes the last macro is only executed if another cue comes next)
  - for extra safety you may add some cues with the macro `Pause Timecode 2` to interrupt the timecode when needed
  - set this cue list to listen to Timecode 3 in playback options, and set Timecode 3 to





When playing with this I found it useful, after bigger changes, to release the cuelists and restart them. Apart from that I did not see any hickups. Please share your experience.

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