Example

Timecode - Winamp Tracks

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description:	example to fire some distinct Winamp tracks based on the actual time
remarks:	idea: https://www.facebook.com/groups/1811437589141428/permalink/2489876031297577/

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 cuelist did not work as then the timecode stamps would not be in successive order. However it can be done with two separate cuelists 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 theary 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 cuelist needs to be set to Timecode source = Clock (playback options)
- the show cuelist 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

functions

- ActionScript.SetProperty.Enum
- Timecode.TimecodeX.SetSource
- Timecode.TimecodeX.SetStartTime
- Timecode.MakeTimecodeTime
- Math.IsEqual
- Timecode.TimecodeX.Reset
- Timecode.TimecodeX.Play
- Timecode.TimecodeX.Pause

affected properties

- Timecode.TimecodeX.Source
- Timecode.TimecodeX.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

tbd

How to use it

1. make this macro available

tbd

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