

Example

## Timeline: Import Markers

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<b>published:</b>	here
<b>description:</b>	Import a marker file into a designated timeline
<b>remarks:</b>	from the facebook group: <a href="https://www.facebook.com/groups/Avolites/posts/2787203324745217/">https://www.facebook.com/groups/Avolites/posts/2787203324745217/</a>

[timeline](#), [import](#), [marker](#)

### functions

- [Timelines.ImportMarkersFromString](#)
- [Handles.GetTitanIdFromHandle](#)
- [Timecode.ParseFrameRate](#)

## Code

[ImportMarkerMacros.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Wiki.Macros.Timeline.ImportMarkers" name="Import Markers
TL 1">
  <sequence>
    <step>Timelines.ImportMarkersFromString(
      Handles.GetTitanIdFromHandle("timelineHandleUN=1"),
      "&lt;Version /&gt;",
      "C:\Users\sb\Documents\Titan\Markers\test.csv",
      Timecode.ParseFrameRate(100))
    </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](#)

Essentially it is just calling `Timelines.ImportMarkersFromString()` with the correct arguments (see [Timelines.ImportMarkersFromString](#) for more detailed explanations and other solutions):

- `Handles.GetTitanIdFromHandle("timelineHandleUN=1")` is used to get the `TitanId`

from a specific usernumber as the function needs the titanId and not a handle

- “&lt;Version /&gt;” is the absolute minimum string as importMappingVersion - basically it is <Version /> with the angled brackets written as entities
- “C:\Users\{username}\Documents\Titan\Markers\test.csv” is the absolute path to the file to import. This may differ on your system ({username} is your username, 'test.csv' is the filename which may also be different)
- Timecode.ParseFrameRate(100) is used to set the framerate (100 fps in this example) as AcwFrameRate object

## How to use it

1. [make this macro available](#)
2. put your markers file to a suitable location and adjust the arguments (path, framerate) in the macro accordingly
3. this may be handy if you need to work on your markers and need to import the same file multiple times

From:

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Last update: **2023/04/03 09:11**

