

Von: Gregory Haynes
Gesendet: Mittwoch, 17. April 2024 21:12
An: Gareth Weaver
Betreff: Re: Macros

Hello,

The main issue with the original is that the function `Timecode.SetCueTimecode` is expecting a Cue ID as the second parameter which is the internal unique number that it assigned to every cue (Titan ID), it is a whole number rather than a cue number that can have a number of decimal places. The most obvious alternative would be to use [Timecode.SetCueTimecodeWithCueNumber](#) which takes a cue number as the second parameter.

Technically if you wanted to use the original function you could do something like this:

```
Timecode.SetCueTimecode(Playbacks.PlaybackEdit.Handle,  
Playbacks.GetPlaybackCueId(Playbacks.PlaybackEdit.Handle, 1),  
"02:03:04.23")
```

The easiest way to specify the timecode time is as a string such as "02:03:04.23" being hours, minutes, seconds and frames respectively. By default the frames are assumed to be in hundredths of a second (i.e. 100 fps) you can specify the frame rate to interpret the string as by appending it after a slash e.g. "00:01:02:03/25". When the timecode time is displayed in the Playback View window or similar it will use the frame rate of the timecode source it is assigned to, so it might appear differently even though the underlying value is the same. You can also use [Timecode.MakeTimecodeTime](#) if you want to specify the fields separately, including specifying a disabled time.

There is no need to call `Playbacks.Select.EditHandle` since `Playbacks.CueList.CreateCueList` already sets the `Playbacks.PlaybackEdit.Handle`. Similarly there is no need to call `Handles.SetSourceHandle` since `Playbacks.PlaybackEdit.Handle` can be passed into `Playbacks.Timecode.ToggleEnabled.Handle` directly. Even this is not required since setting the timecode of a cue will enable timecode for the whole cue list.

The line

```
ActionScript.SetProperty("Playbacks.Editor.Timecode.CueTimecodeDisabled",  
Disabled) was not correct since Disabled is not a keyword, it would actually try to treat it as a  
property name and end up setting CueTimecodeDisabled to an invalid value. It would be possible  
to pass in true or false to this but calling Timecode.SetCueTimecodeWithCueNumber will  
overwrite this anyway.
```

The first macro below, like the original, will assign the cue list to the first fader of the current playback page. The second macro creates the cue list in the unassigned group which means there would be no risk of there already being an existing playback in that location, you could either just leave it there and then manually assign it from the Show Library or as in the example use the [Handles.QuickAssign](#) to put it on the first available playback fader.

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
<macro id="UserMacro.CreateCueList.Index0">
  <name>Create Cue List - Index 0</name>
  <sequence>
    <step>Playbacks.CueList.CreateCueList("Playbacks", 0)</step>
    <step>Playbacks.AppendOrInsertPlaybackCue(
      Playbacks.PlaybackEdit.Handle,1)</step>
    <step>Playbacks.SetCueLegend(
      Playbacks.PlaybackEdit.Handle, 1, "Song Start")</step>
    <step>Timecode.SetCueTimecodeWithCueNumber(
      Playbacks.PlaybackEdit.Handle, 1, "00:01:02:03")</step>
    <step>Playbacks.PlaybackEdit.Exit()</step>
  </sequence>
</macro>

<macro id="UserMacro.CreateCueList">
  <name>Create Cue List</name>
  <sequence>
    <step>Playbacks.CueList.CreateCueList("Unassigned", 0)</step>
    <step>Playbacks.AppendOrInsertPlaybackCue(
      Playbacks.PlaybackEdit.Handle, 1)</step>
    <step>Playbacks.SetCueLegend(
      Playbacks.PlaybackEdit.Handle, 1, "Song Start")</step>
    <step>Timecode.SetCueTimecodeWithCueNumber(
      Playbacks.PlaybackEdit.Handle, 1, "00:01:02.03/25")</step>
    <step>ActionScript.SetProperty("Handles.SourceHandle",
      Playbacks.PlaybackEdit.Handle)</step>
    <step>Playbacks.PlaybackEdit.Exit()</step>
    <step>Handles.QuickAssign(Handles.SourceHandle, true)</step>
  </sequence>
</macro>
</avolites.macros>
```

Hope this helps.

Gregory

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From: Gareth Weaver
Sent: 17 April 2024 11:35
To: Gregory Haynes
Subject: FW: Macros

Hi Greg,

This user is trying to create a complicated scripted macro, would you expect the following step to work?

```
<step>Timecode.SetCueTimecode(Playbacks.PlaybackEdit.Handle,1,100)</step>
```

```
Timecode.SetCueTimecode(Handle handle, Int32 cueId, TimecodeTime time)
```

<https://api.avolites.com/17.0/api/Timecode.SetCueTimecode.html>

I remember you mentioned not all the functions in the WebAPI will work. Though at a glance do the variables for Timecode.SetCueTimecode seem correct?

Thanks again,

Gareth