

Example

Timecode - Start/Stop

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published:	here
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.Timecode0ne.Play()</step>
  </sequence>
</macro>

<macro id="sb.Macros.timecode.one.timer.stop" name="Stop Timecode Timer 1">
  <sequence>
    <step>Timecode.Timecode0ne.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://www.avosupport.de/wiki/> - **AVOSUPPORT**

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

Last update: **2019/01/23 14:43**

