

Timecode Settings

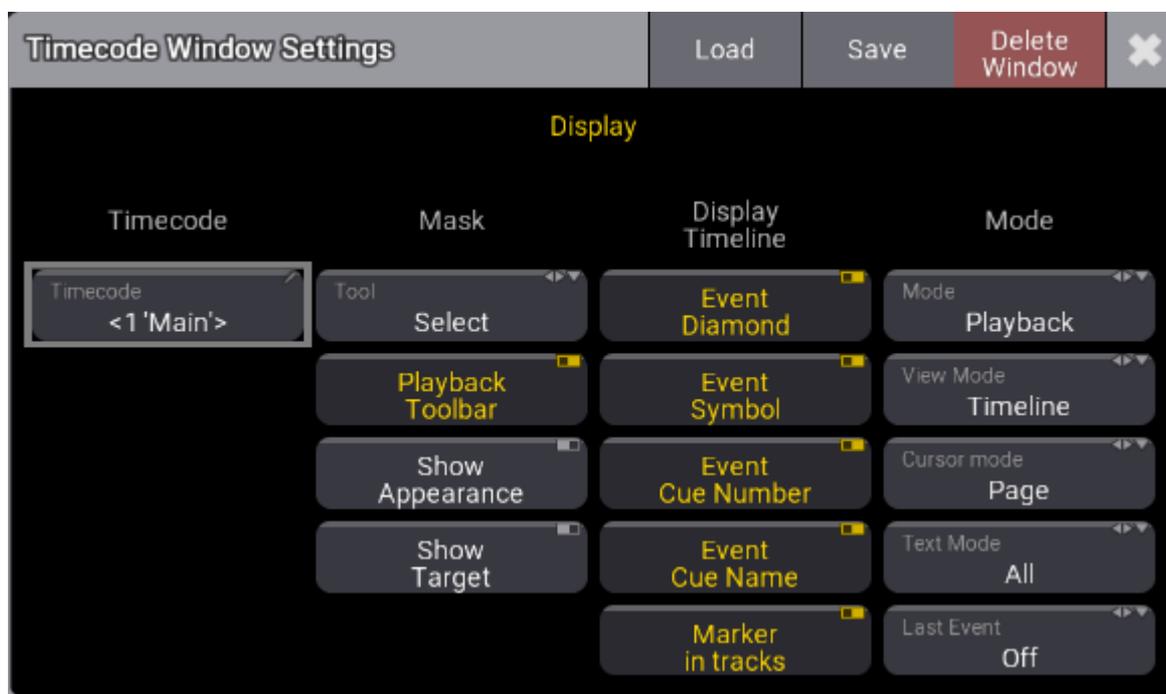
There are two different settings in a timecode:

- Window settings
- Timecode show settings

Open a timecode window. For more information, see [Add windows](#).

Open the timecode window settings by tapping the **MA** logo in the title bar.

Timecode Window Settings



Timecode:

Select the timecode show you would like to use here.

The timecode show is initially stored in the timecode pool. For more information, see [Record a Timecode Show](#).

Tool:

Toggles between the tool buttons in the toolbar of the timecode view. The toolbar is visible only in setup mode. For more information, see [Time ranges and events](#).

Playback Toolbar:

Enables the toolbar to navigate the timeline and to playback or record the selected timecode show.



Show Appearance:

Toggle on to display the appearance column. For more information, see [Toggle View Mode](#).

Show Target:

Toggle to display the target column. For more information, see [Toggle View Mode](#).

Event diamond, Event Symbol, Event Cue Number, and Event Cue Name:

Toggle on to display event diamonds, event symbols, event cue numbers, and event cue names on the timeline.

Marker in tracks:

Toggle on to display markers on all tracks of a track group. When toggled off, the markers will be shown in the track group section only.

View Mode:

Tap and hold to open the Select ViewMode drop-down list, then change the timecode window view to **Text**, **Timeline**, or **Both**. For more information, see [Toggle View Mode](#).

Text Mode:

When View Mode is set to Both or Text, tap and hold to open the Select TextMode drop-down list, then change the text mode to **All**, **Tracks**, **Selected**, or **Markers** to filter the text display.

Cursor Mode:

When the stopwatch is enabled in the title bar, the cursor will stay visible when the timecode is running.

- **Center:**

When an external signal is coming in or generated by the console, the cursor (green timeline) will move until it reaches the middle of the visible area of the timeline. The timeline will start moving to keep the cursor centered in the display.

- **Page:**

When an external signal is coming in or generated by the console, the cursor (green timeline) will move until it reaches the end of the visible part of the timeline, then a new section of the timeline will be displayed. The cursor will move from the beginning to the end of that new section, and this will repeat until the timecode is stopped.



Hint:

The same applies when moving the cursor using the dual encoders. For more information, see [Edit a Timecode Show](#).

Last Event:

Defines if the last played back event in the timecode show is selected.

- **Off:**

The last played back event will not be selected.

- **Track:**

The last event that was played back in the selected track will be selected.

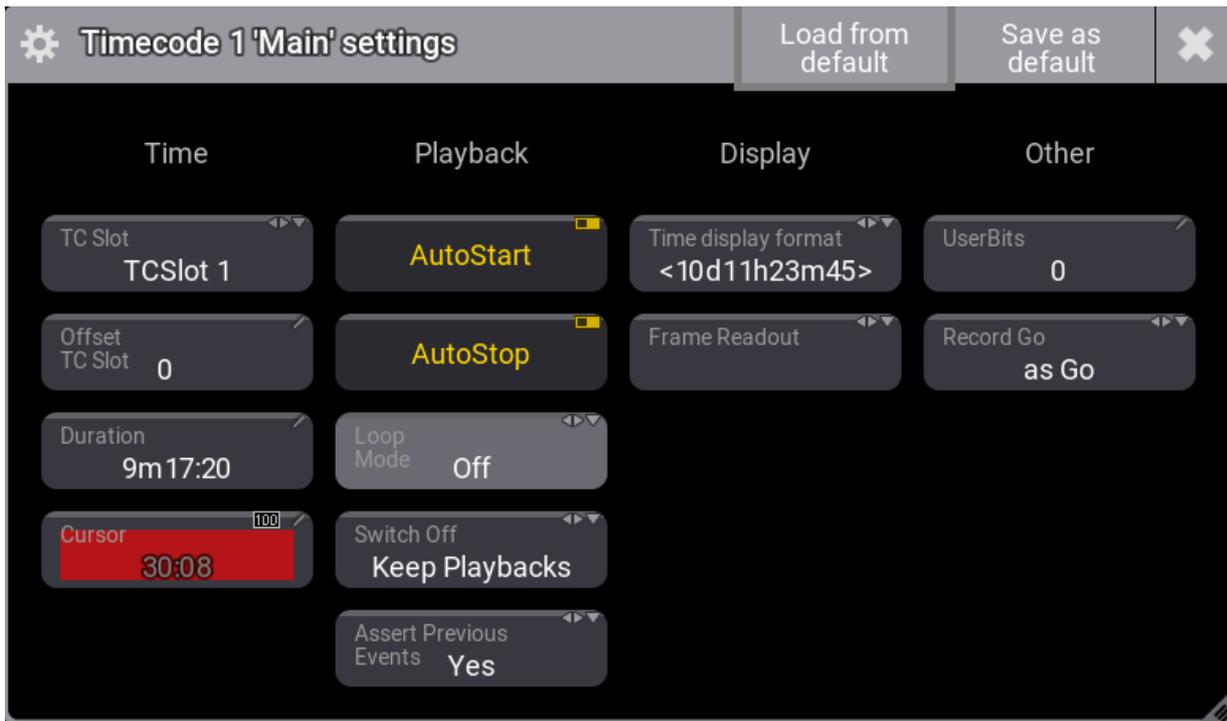


- **All:**
Selects the last played back event no matter of which track.

Timecode Show Settings

To open the timecode show settings, tap **Settings** in the title bar.

Timecode show settings pop-up opens:



Timecode show settings

TC Slot:

Tap and hold to open the Select TCSlot pop-up list, then select **<Internal>**, **<Selected>**, or **TCSlot 1** thru **TCSlot 8**. To learn more about Timecode Slots, read [What Are Timecode Slots](#).

Offset TC Slot:

Tap to open the calculator, then set the offset for the timecode slot.

Duration:

Tap to open the calculator, then set the duration of the entire timecode show recording.

Cursor:

Displays the cursor at its current position on the timeline. Tap to open the calculator and enter a new position.



Hint:

The selected timecode slot appearance defines the cursor button background color. To learn more about timecode slots, read [What are timecode slots](#).



Auto Start:

Starts the timecode show automatically when an external signal is received.

Auto Stop:

Automatically stops the timecode show when an external signal is stoped.

Loop Mode:

When the timecode is internally generated:

- **Loop:**
The timecode show will repeat playing from the beginning to the end. Press the stop button in the playback bar to stop the timecode show.
- **Pause:**
The timecode show will pause at the end, press the start button in the playback bar to restart the timecode show from the beginning.
- **Off:**
The timecode show will not loop or pause.

Switch Off:

Toggles between Playbacks Off and Keep Playback.

- **Playbacks Off:**
Switches off all playbacks that were started by the timecode show.
- **Keep Playback:**
Does not switch off the playbacks that were started by the timecode show.

Assert Previous Events:

When set to Yes, events preceding the play head will be asserted.

Time Display Format:

Select the time display format you want to use **<Default>**, **10d11h23m45**, **25 1h23m45**, **10.11:23:45**, or **251:23:45**

Frame Readout:

Select the frame readout between **<Default>**, **Seconds**, **24 fps**, **25 fps**, **30 fps**, or **60 fps**.

UserBits:

Besides the 32 Bit for 8 digit timecode time, timecode executes 32 **User Bits** (8 digit) per frame. Use User Bits to mark a timecode signal. For example, use User Bit 1 for light and User Bit 2 for pyro. This is not available when using an internal timecode source. Do not change this, unless you are expressively told to do so by the timecode supplier.

Record Go:

When set to **as Go**, events will be recorded with a Go+ action, and with a Goto+ action when set to **as Goto (Status)**.