

# Controls

A control is a basic element, like a text field, menu, switch, knob, etc., that can be added to a macro page. Controls have properties for their behavior and their appearance. Depending on the type of control, they can be directly connected to engine and script parameters or have a display functionality. Most controls use resources like bitmaps, sections and fonts to define their graphical appearance.

- Animation
- Disable
- Drop
- Group
- Image
- Internal
- Knob
- Label
- Menu
- Meter
- Range Slider
- Slider
- Stack
- Step Modulator
- Switch
- Template
- Template List
- Text
- Waveform
- Wavetable
- Wavetable 3D
- XY