

Modulation Destination Types

Description

Enumerator to identify the modulation destinations.

Available in: Controller.

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125	ModulationDestination.wavetable1FormantShift
126	ModulationDestination.wavetable2FormantShift

Example

```
-- define modulation destinations
defineSlotLocal("modDestinations")
modDestinations = {
    { name = "-",          index = ModulationDestination.unassigned },
    { name = "Pitch",     index = ModulationDestination.pitch },
    { name = "Cutoff",    index = ModulationDestination.cutoff },
    { name = "Resonance", index = ModulationDestination.resonance },
    { name = "Distortion", index = ModulationDestination.distortion }
}

-- create table with the names of the modulation destinations
function getModDestNames()
    modDestNames = {}
    for i=1, #modDestinations do
        modDestNames[i] = modDestinations[i].name
    end
end
getModDestNames()

-- parameter change callback to set the modulation destination
function onModDestChanged(row, modDestinationParam)
    local modRow = this.parent:getZone():getModulationMatrixRow(row)
    local modDestination = modDestinations[modDestinationParam]
    modRow:setParameter("Destination.Destination", modDestination.index)
end

-- define parameters for modulation matrix destinations 1-4
defineParameter("ModDestination1", "Modulation Destination 1", 1, modDestNames, function() onModDestChanged
(1, ModDestination1) end)
defineParameter("ModDestination2", "Modulation Destination 2", 1, modDestNames, function() onModDestChanged
(2, ModDestination2) end)
defineParameter("ModDestination3", "Modulation Destination 3", 1, modDestNames, function() onModDestChanged
(3, ModDestination3) end)
defineParameter("ModDestination4", "Modulation Destination 4", 1, modDestNames, function() onModDestChanged
(4, ModDestination4) end)
```

See Also: [ModulationMatrixRow](#), [getModulationMatrixRow](#), [setSource1](#), [setSource2](#), [getSource1](#), [getSource2](#), [Modulation Source Types](#)