Working with UI Scripts

HALion offers two types of scripts:

Type	Fields of Application
MIDI module scripts	Process MIDI events, set parameters, etc.
UI scripts	Switching logic for pages and disable views, translation of parameter values to display strings, etc.

UI scripts have the following restrictions:

- UI scripts are only executed when the UI is open. If the UI is closed, the UI script is not executed anymore.
- The parameters defined in a UI script cannot be automated.

MIDI module scripts do not have these restrictions. Therefore, be sure to check if UI scripts are required for a specific task, and if not, use MIDI module scripts instead.

Executing UI Scripts

You can execute UI scripts for the macro page and even for each template. The **Script** section can be found in the **Properties** section in the lower left of the **Macro Page Designer**. Just as with the Lua Script MIDI Module, you can write your scripts with the internal editor or an external editor. See steinberg.help / MIDI Modules Reference / Lua Script for more details.

1. In the **GUI Tree** of the **Macro Page Designer**, select the element that has the macro page attached. Alternatively, select a control element, then go to the **Show Templates** tab and click **Edit Element**.
2. In the **Properties** section in the lower left of the **Macro Page Designer**, go to the **Script** section.
3. Click **Edit Script** to open the internal **Script Editor**, then enter your script and press **OK.** Alternatively, click **Load Script** and select a script file from disk.

Show/Hide Output Messages

The **Output Messages** section for the UI scripts is hidden by default.

- In the toolbar of the **Macro Page Designer**, click **Show/Hide Script Output Messages** ▦ to show or hide the **Output Messages** below the **Resource / Library Browser**.

The **Output Messages** section displays the messages of all UI scripts. The UI script the message belongs to is indicated by a prefix.

Addressing the Elements of the Program

A UI script cannot address the elements of a program directly. To address a program and its elements from the UI script, you must use getElement.

Example

```
-- must be executed as UI script!
-- print the name and type of the element that has the macro page attached
element = getElement()
print(element.name, element.type)
-- print the name and type of the parent element
if element.parent then
        print(element.parent.name, element.parent.type)
end
```