

AlternateData Table

Description

The alternations in the Alternation List of the Layer Alternate MIDI module are managed through a predefined table: the AlternateData table. This table can be obtained by making a call to [getParameter](#) with "AlternateData" as parameter. The alternations are referenced by their index. Each alternate has the fields `.keyswitch` and `.layer`. You can change the values, but the structure of this table must remain unaltered. The values are set by making a call to [setParameter](#). See the example below for more details.

Available in: Controller.

Fields

<code>.keyswitch</code>	Key switches allow you to switch to a particular layer. You set the key switch with the corresponding MIDI note number. Set this to -1 to deactivate the keyswitch.	number
<code>.layer</code>	The layer for the alternation is defined by the corresponding Layer object.	Layer object

Example

```
-- Add a Layer Alternate MIDI module.
this.parent:appendMidiModule(MidiModule("Layer Alternate"))
layerAlternate = this.parent:getMidiModule("")
layerAlternate:setName("Layer Alternate")
altdata = layerAlternate:getParameter("AlternateData")
-- Create three layers with a synth zone and add them to the alternation list.
for i = 1, 3 do
    this.parent:appendLayer(Layer())
    local alternateLayer = this.parent:getLayer(i)
    alternateLayer:setName("Alt "..i)
    alternateLayer:appendZone(Zone())
    local zone = alternateLayer:getZone()
    zone:setName("Zone "..i)
    altdata[#altdata+1] = { keyswitch = -1, layer = alternateLayer }
end
layerAlternate:setParameter("AlternateData", altdata)
```