

Mixer Channel

Description

The Mixer Channel template allows you to control all important bus parameters with a single template. The template contains a combination of controls that are already pre-assigned inside the template using "@parameter". You can exchange controls, remove them, or modify the used resources to customize the appearance of the channel, provided that you keep the correct parameter connections as defined in the template.

The template is part of the Basic Controls library and requires HALion 6.1 or HALion Sonic(SE) 3.1 or higher.

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Template Properties

Property	Description
bus	Allows you to specify which bus you want to control. Use @ to connect the bus. Example: Use "@bus:0" for the first bus in the program
TargetBusses	Allows you to specify the selectable output busses (<i>only available with HALion 6.2 and higher</i>). Example: Use buslist='Bus A; Bus B' to show these two busses in the outout selector of the channel. For more options, see Ch_Output below.

Components and how they are used

Controls and Sub Templates

Item	Description
Ch_Output	<p>This template contains the necessary elements to specify the output of a bus. It contains the following elements:</p> <ul style="list-style-type: none">• Menu: A menu control that opens a context menu showing all available outputs. The Value must be set to @TargetBusMenu.• Name: A text control showing the name of the selected output. The Value must be set to @TargetBusMenu.• Image: A background image. <p>To filter the outputs that are made available by the menu, you can configure the menu control by adding one of the following tags to the value name (separated by spaces):</p> <ul style="list-style-type: none">• default allows setting no explicit target bus. In this case, the audio is routed to the default bus (usually the next bus higher up in the hierarchy)• default='name' as above, but "name" is shown as text instead of "--"• local shows all available busses higher up in the hierarchy• buslist='BusName1; BusName2; ...' allows to specify a list of busses (<i>only available with HALion 6.2 and higher</i>) <p>Additionally, you can set the following tags:</p> <ul style="list-style-type: none">• aux shows the plug-in aux busses• noplug hides the plug-in out busses <p>Example: @TargetBusMenu local aux noplug</p>
Ch_Pan	<p>This template contains the necessary elements to control the pan of the bus. It contains the following elements:</p> <ul style="list-style-type: none">• Slider: A slider control. The Value is exported to the template and set to @Pan inside the Mixer channel.• Image: A background image.
Ch_Meter	<p>References the "Bus Meter V Peak" template. Peak Value is connected to the corresponding bus using { } and the path to the bus as specified in the Mixer channel template {bus}/@id:19</p> <p>Peak Reset is connected to the corresponding bus using { } and the path to the bus as specified in the Mixer channel template {bus}/@id:21</p>
Ch_Level	<p>A text showing the level slider value. The Value must be set to @LogLevel.</p>

Ch_Slider	<p>This template contains the necessary elements to control the level of the bus. It contains the following elements:</p> <ul style="list-style-type: none"> • Slider: A slider control. The Value is exported to the template and set to @LogLevel inside the Mixer channel. • Scale: An image showing a dB scale. • Guide: An image showing the slider guide.
SoloMute	<p>A group of two templates: Ch_Mute and Ch_Solo. These provide the bus Solo/Mute functionality inside a SoloMute group.</p> <p>Ch_Mute</p> <p>This template contains the necessary elements to control and show the mute state of the bus. It contains the following elements:</p> <ul style="list-style-type: none"> • Switch: An invisible switch control which contains a hover layer that lights up the underlying VisualState animation control when hovering over it with the mouse. The Value is exported to the template and set to @Mute Layer inside the Mixer channel. • VisualState: An animation showing the mute state (Mute Off, Mute On, Implicit Mute). <p>Ch_Solo</p> <p>This template contains the necessary elements to control and show the solo state of the bus. It contains the following elements:</p> <ul style="list-style-type: none"> • Switch: An invisible switch control which contains a hover layer that lights up the underlying VisualState animation control when hovering over it with the mouse. The Value is exported to the template and set to @Solo Layer inside the Mixer channel. • VisualState: An animation showing the solo state (Solo Off, Solo On, Implicit Solo).
Ch_Name	<p>This template displays the name of the object in which it is located. In this case, the bus, which means that it will display the name of the connected bus.</p> <ul style="list-style-type: none"> • Text: A read-only text control with Value set to @name. This connection only works inside this template
Back	<p>A background image.</p>