

Step Modulator

Description

The Step Modulator is intended to control HALion's step modulator. It provides all necessary properties to be connected to the engine. Furthermore, there are properties for index, level, and level12 of the selected node and a snap option, which only affect the GUI and not the engine. These properties can be connected using UI parameters.

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Properties

Property	Description
Name	The name of the Step Modulator.
Position/Size	Position and Size of the element in pixels. Pos x, Pos y, Width, Height (Pos = Position of upper left corner)
Attach	<ul style="list-style-type: none">• Left: If the parent is resized, the control remains attached to left edge, with the specified ratio.• Right: If the parent is resized, the control moves relatively to the right edge, with the specified ratio.• Top: If the parent is resized, the control remains attached to top edge, with the specified ratio.• Bottom: If the parent is resized, the control moves relatively to the bottom edge, with the specified ratio.• Left + Right: If the parent is resized, the control is resized horizontally relatively to the left and right edges, with the specified ratio.• Top + Bottom: If the parent is resized, the control is resized vertically relatively to the top and bottom edges, with the specified ratio.
Tip	Text that appears as a tooltip when the mouse hovers over the element.
Steps	The number of steps. This property must be connected to the engine parameter "Steps" and further display controls.
Slope	The Slope Mode. This property must be connected to the engine parameter "Slope" to show the slope. Connect additional controls, for example, a menu, to set the slope mode.
Slope Amount	This property must be connected to the engine parameter "SlopeAmount" to show the slope. Connect additional controls, for example, a knob, to set the slope.
Show All	Activate this option to show all steps with a fixed width. When deactivated, the width of the individual steps scales with the number of steps as set in "Steps", to fill the full size of the control.
Advanced Editing	Activate this option to provide additional editing possibilities. These are either available as context menu entries or as line editing functions using modifier keys (Shift, Alt). These editing functions were originally made to work best inside HALions Stepmodulator and Flexphraser. In case the control is used to control other custom script modules, where these functions are not needed or need to work differently, they can be deactivated. (Only available with HALion 6.4 and higher)
Height	Defines how the individual step values are displayed <ul style="list-style-type: none">• 0 = Standard look, with bars starting at 0 and going up to the adjusted value• >0 = Bars with a defined height in pixels for continuous parameters• 1 = Bars with an automatic height for stepped parameters. The height of a bar corresponds to 1/number of steps <ul style="list-style-type: none">• This parameter is only available with HALion 6.4.10 or higher. Libraries using it require at least HALion Sonic (SE) 3.4.10.
Step 1-32	The Step levels. This property can be connected to the engine stepmodulator parameters "Step1-32".
Length	If the step modulator is used to control a custom script module, the "Length" parameter can be used to adjust the length of each step. (Only available with HALion 6.4 and higher)

Enable	If the step modulator is used to control a custom script module, the "Enable" parameter can be used to turn individual steps on and off. (Only available with HALion 6.4 and higher)
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UI Variables

Create variables to connect the Step Modulator properties with the engine and further controls.

Property	Variable	Description	Type	Range
Index	index	The index of the selected node.	integer	1 to 32
Level	level	Level of the selected node.	float	-100 to 100
Level 12	level12	The level in fractions of 12 (used when "Snap" is active).	float	-12 to 12
Snap	snap	Activates the snap line.	integer	0 to 1

Colors

Property	Description
Step0	Fill color of all even steps (0,2,4, ..., 32)
Step1	Fill color of all odd steps (1,3,5, ..., 31)
Back0	Background color of all even steps (0,2,4, ..., 32)
Back1	Background color of all odd steps (1,3,5, ..., 31)
Hover0	Hover fill color of all even steps (0,2,4, ..., 32)
Hover1	Hover fill color of all odd steps (1,3,5, ..., 31)
Line Hov0	Line hover color of all even steps (0,2,4, ..., 32)
Line Hov1	Line hover color of all odd steps (1,3,5, ..., 31)
Line Drag0	Line drag color of all even steps (0,2,4, ..., 32)
Line Drag1	Line drag color of all odd steps (1,3,5, ..., 31)
Line Sel0	Line selection color of all even steps (0,2,4, ..., 32)
Line Sel1	Line selection color of all odd steps (1,3,5, ..., 31)
Middle Line	Middle grid line color
Snap Line 0	Primary snap line color
Snap Line 1	Secondary snap line color
Line Draw	Line draw color