

Halion MegaTrig

Q: Can I setup Halion to have two sets of instruments in one patch that I can switch between?

A: Absolutely, just use MegaTrig.

MegaTrig is a feature that provides conditional sample triggering. It allows you to define conditions that determine which particular sample will be triggered. You open the MegaTrig view by clicking the MegaTrig button at the top of the Modulation section.



MegaTrig uses a set of “Conditions” to know when to trigger different samples.

MegaTrig allows you to set up a “condition” that needs to be met before a set of samples will sound. This gives you a convenient way to trigger different sounds or articulations by using controllers, a key or a key range on your keyboard. Some practical applications include switching between picked and slapped bass sounds, or switching between different articulations in a string section.

Example 1: Switching between two sounds

For this example, create two Halion .fxb instruments. To save an instrument, load it in Halion and then use the Save Instrument menu option.



Let's say you want to be able to instantly switch between the two instruments as you play.

This is done as follows:

1. Use the "Load Folder(s)" context menu item to load your two Programs into an empty Program. They will appear as sub-folders in the Program folder.



2. Activate Select edit mode.

3. Select the 1st saved instrument.

4. Open the Sound page view and select the MegaTrig sub-page.

We will now use the MegaTrig functions to make the currently selected sub-folder conditional.



5. Select “Key Switch” from the first controller Condition pop-up menu.

6. Set both the Min and Max Range sliders to “C 1” (this corresponds to the lowest C on a standard five octave keyboard).

NOTE: The key to which a key switch is assigned (in this example the C 1 key) should not have a sample mapped to it! If your sample folder has samples mapped to this key, then select another key which is currently not assigned a key zone. Which key you select is entirely up to you as long as you can play it from your MIDI keyboard and it doesn’t contain a sample.

7. The “Play If” conditions section to the right should be set to “Note On” in the first pop-up, and in the second pop-up select “Condition 1”. Furthermore, the top operator pop-up to the far right should be set to “AND”.

8. Repeat the above, but this time select the 2nd instrument and set both the Min and Max Range sliders to “D 1”. Set the same “Play If” conditions as in step 7.

Thus, if you now press C 1 on your keyboard, the samples in the first folder will sound, and if you press D 1, the samples in the second folder will sound instead.

For more info

- You can also use the Alternate function to automatically switch between sample folders so that each time you play a note a slightly different sample is played. How to use Alternate is described on page 141 of your Halion Manual.