

Example 1

on note

if (\$EVENT_NOTE = 60)

message ("Your Playing C3!")

end if

end on

Example 2

on note

if (\$EVENT_NOTE = 60)

message ("Your Playing C3!")

else

message ("Try again Bozo!")

end if

end on

Example 3

on note

select(\$EVENT_NOTE)

case 60

message ("Your Playing C3!")

end select

end on

Example 4

on note

```
select( $EVENT_NOTE )  
  
    case 60  
    message ("Your Playing C3!")  
  
    case 61  
    message ("Your Playing C#3!")  
  
    case 62  
    message ("Your Playing D3!")  
  
end select
```

end on

Example 5

on note

```
select( $EVENT_NOTE )  
  
    case 60 to 72  
    message ("Your Playing Between C3 and B3!")  
  
    case 73 to 84  
    message ("Your Playing Between C4 and B4!")  
  
end select
```

end on

Example 6

on release

```
select( $EVENT_NOTE )  
  
    case 0 to 127  
    message ("No notes played!")  
  
end select
```

end on

Example 7

on note

```
select( $EVENT_NOTE )  
  
    case 60  
    set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 0, 1 )  
  
end select
```

end on

Example 8

on release

```
select( $EVENT_NOTE )  
  
    case 60  
    set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 0, 1 )  
  
end select
```

end on

Example 9

on note

```
select( $EVENT_NOTE )  
  
    case 60  
    set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 0, 1 )  
  
    case 61  
    set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 1, 1 )  
  
    case 62  
    set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 2, 1 )  
  
end select
```

end on

Example 10

on release

```
select( $EVENT_NOTE )
```

```
case 60
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 0, 1 )
```

```
case 61
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 1, 1 )
```

```
case 62
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 2, 1 )
```

```
end select
```

end on

Full Script

on note

```
select( $EVENT_NOTE )
```

```
case 60
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 0, 1 )
```

```
case 61
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 1, 1 )
```

```
case 62
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 0, -1, 2, 1 )
```

```
end select
```

end on

on release

```
select( $EVENT_NOTE )
```

```
case 60
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 0, 1 )
```

```
case 61
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 1, 1 )
```

```
case 62
```

```
set_engine_par( $ENGINE_PAR_EFFECT_BYPASS, 1, -1, 2, 1 )
```

```
end select
```

end on