

HISE Scripting Glossary

API

Application Programming Interface – A set of predefined commands and functions provided by HISE that you can use in your scripts.

Array

A list that holds multiple values. Each value is accessed by its position in the list, starting from 0.

Attribute

A specific setting or property of a module, like “Attack” or “Release” on an envelope. You can change these using `.setAttribute()`.

Boolean

A value that is either true or false (or 1 and 0).

Callback

A function that automatically runs in response to something happening, like pressing a button or playing a MIDI note.

Component/Control

An element on the user interface, such as a knob, button, or label.

Comparison Operator

Symbols like `==`, `!=`, `>`, `<` that are used to compare values in conditions.

Conditional (if/else.)

A statement that checks whether something is true or false, often used in decision-making code.

Console

A window in HISE where messages from your script can be displayed for debugging.

Control Callback

A function that runs when a control (like a knob or button) is changed.

Data Type

The kind of value a variable holds, such as a number, string, or array.

Debugging

The process of finding and fixing errors in your script.

Function

A named block of code that performs a task. You can reuse it by calling its name.

GUI

Graphical User Interface – The visual front panel of your instrument, where users interact with controls.

Inline Function

A type of function in HISE that is optimised for performance and declared with the `inline` keyword.

Loop

A way to repeat a block of code multiple times without writing it over and over again.

Message

An object in HISE that gives you information about incoming MIDI events like notes and controller movements.

MIDI

Musical Instrument Digital Interface – A standard for sending musical information (like notes or control changes) between devices or software.

Modulator

A module in HISE that changes or influences sound, like an envelope or LFO.

Module

A building block in HISE used for sound generation or processing, such as filters, envelopes, waveform generators, or MIDI Processors.

Object

A collection of values stored by name (keys), useful for organising related data.

Operator

A symbol used in code to perform actions, like `+`, `-`, `*`, or `/`.

Parameter

A value passed into a function to control how it behaves.

Preset

A saved group of settings that can be recalled to instantly change how the instrument behaves.

Radio Group

A set of buttons where only one can be active at a time.

Reference

A way to access a specific component or module in your script by name.

Return

A keyword used in functions to send back a result that can be used elsewhere in your code.

Script Editor

The area in HISE where you write and edit your code.

Semicolon

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- Used to mark the end of a line of code in HISE Script.

String

A sequence of characters, usually used for text. Written in quotes like "Hello".

Variable

A named container used to store a value, like a number or piece of text.

Velocity

How hard a MIDI note is played. Often used to control volume or brightness.