

findZones

findZones(recursive, nameOrFilterFunction)

Description

Function to find zones in the specified layer. For example, `this.parent` defines the parent layer of the script module as the layer to be searched in. If `recursive` is set to `true`, sublayers will also be searched. The function returns an array with the [Zone](#) objects of the found zones. Particular zones can be searched by name or through a filter function. If searching by name, `findZones` accepts only the [Zone](#) objects that match the specified name. The filter function uses the [Zone](#) object of each zone as argument. Only those [Zone](#) objects that return `true` for the search criteria defined in the filter function will be accepted by `findZones`. Without a name or filter function the [Zone](#) objects of all zones in the searched layers will be returned.

Available in: Controller, Processor.

Arguments

recursive	If set to <code>false</code> , only the current layer will be searched. If set to <code>true</code> , sublayers will also be searched. The default is <code>false</code> .	boolean
nameOrFilterFunction	The name of the zones searched for or a filter function. Only the Zone objects that match the name or return <code>true</code> for the search criteria of the filter function will be accepted. Set this to <code>nil</code> to deactivate any name filter or search criteria.	string or function, optional

Return Values

Returns an array with the [Zone](#) objects of the found zones. Returns an empty table if no zones are found.

Example

```
-- find all zones and print their names
zones = this.program:findZones(true)

if zones[1] then
    for i, zone in ipairs(zones) do
        print(zone.name)
    end
else
    print("Could not find any zones!")
end
```

See Also: [findBusses](#), [findChildren](#), [findEffects](#), [findLayers](#), [findMidiModules](#), [findSlots](#), [Zone](#)