

appendBus

appendBus(bus)

Description

Function to add a bus in the specified destination layer. The destination layer is determined by its [Layer](#) object. For example, `this.parent` specifies the parent layer of the script module as destination layer. The bus to be added is determined by its [Bus](#) object. You can use [getBus](#) or [findBusses](#) to determine the bus. The new bus will be added behind the existing busses. To insert a bus at a specific position in the destination layer, use [insertBus](#) instead.

i An [Element](#) object can only have one parent. It cannot be child of multiple parents. Therefore, an [Element](#) object that you retrieved from the running plug-in instance must be removed before it can be inserted again. The [Element](#) objects that you retrieve through [loadPreset](#) or [loadPresetAsync](#) can be inserted freely, because these functions create a copy of the [Element](#) objects when reading them.

Available in: Controller.

Arguments

bus	The Bus object of the bus that you want to append.	Bus
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Example

To explore the following script:

1. Download [Program.vstpreset](#).
2. Drag the preset on the MediaBay to import it to the user folder for VST presets.
3. Create an empty program and add a script module.
4. Paste the script into the text editor of the script module and execute the script.

```
-- append bus from Program.vstpreset into the current program

-- get the file path for user VST presets
path = getUserPresetPath()

-- load VST preset
loadedProgram = loadPreset(path.." /Program/Program.vstpreset" )

-- get the first bus from the loaded program
bus = loadedProgram:getBus()

-- append bus
if bus then
    this.program:appendBus(bus)
end
```

See Also: [appendEffect](#), [appendLayer](#), [appendLayerAsync](#), [appendMidiModule](#), [appendZone](#), [Bus](#)