

# appendEffect

appendEffect(effect)

## Description

Function to add an effect to the specified destination bus. The destination bus is determined by its [Bus](#) object. You can use [getBus](#) or [findBusses](#) to determine the destination bus. The effect to be added is determined by its [Effect](#) object. You can use [getEffect](#) or [findEffects](#) to determine the effect. The new effect will be added behind the existing effects. To insert an effect at a specific position in the bus, use [insertEffect](#) instead.

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

<b>effect</b>	The <a href="#">Element</a> object of the insert that you want to append.	<a href="#">Effect</a>
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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.

```
-- insert an effect 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 effect from the loaded program
effect = loadedProgram:getBus():getEffect()

-- get the first bus of this program
bus = this.program:getBus()

-- append the effect
if (insert and bus) then
    bus:appendEffect(effect)
end
```

**See Also:** [appendBus](#), [appendLayer](#), [appendLayerAsync](#), [appendMidiModule](#), [appendZone](#), [Effect](#)