

appendLayer

appendLayer(layer)

Description

Function to add a layer in the specified destination layer. The layer to be added and the destination layer are both determined by their [Layer](#) objects. You can use [getLayer](#) or [findLayers](#) to determine the layer to be added. For example, `this.parent` defines the parent layer of the script module as destination layer. The new layer will be added behind the existing layers. To insert a layer at a specific position in the destination layer, use [insertLayer](#) or [insertLayerAsync](#) 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 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

layer	The Layer object of the layer that you want to append.	Layer
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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 layer 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 layer from the loaded program
layer = loadedProgram:getLayer ()

-- append layer
if layer then
    this.program:appendLayer(layer)
end
```

See Also: [appendBus](#), [appendEffect](#), [appendLayerAsync](#), [appendMidiModule](#), [appendZone](#), [Layer](#)