

# getSlot

```
getSlot(nameOrIndex)
```

## Description

Function to retrieve the [Slot](#) object of a slot of the plug-in instance. Before calling this function you must access the [Instance](#) object with `this.program.instance`. A particular slot can be searched by name or index. The index equals the slot numbering in the **Slot Rack**. If no argument is set, the function returns the first slot it finds.

**Available in:** Controller, Processor

## Arguments

<b>nameOrIndex</b>	The name or index of the slot. Set this to <code>nil</code> to deactivate the search filter.	string or number, optional
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## Return Values

Returns the [Slot](#) object of the found slot. Returns `nil` if no slot is found.

## Example

```
-- print the name of slot index 3
slot = this.program.instance:getSlot(3)
print(slot.name)
```

**See Also:** [getBus](#), [getChild](#), [getEffect](#), [getLayer](#), [getMidiModule](#), [getZone](#), [Slot](#)