

setProgram

```
setProgram(programOrNil, index)
```

Description

Function to set a program in the specified slot of the **Program Table** or the **Slot Rack** of the plug-in instance. Before calling this function, you must access the **Instance** object with `this.program.instance`. The program is determined by its **Program** object. To specify the slot in the **Program Table**, you must use the `index` argument. To specify the slot in the **Slot Rack**, you must use a **Slot** object, for example, via `getSlot`. The program can be removed from the **Slot Rack** by using `nil` as argument.

An **Element** object can only have one parent. It cannot be child of multiple parents. Therefore, each program can exist only once in the **Program Table**. Furthermore, an **Element** object that you retrieved from the running plug-in instance cannot be added twice to the **Program Table**. It must be removed before it can be added again. The **Element** objects that you retrieve through `loadPreset` or `loadPresetAsync` can be added freely to the **Program Table**, because these functions create a copy of the **Element** objects when reading them.

Available in: Controller.

Arguments

programOrNil	The Program object of the program. Programs can be removed from the Slot Rack by using <code>nil</code> .	Program or <code>nil</code>
index	The index of the slot in the Program Table where you want to set the program.	number, optional

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.

```
-- set Program.vstpreset in slot 3 of the Program Table and slot 1 of the Slot Rack

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

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

-- set loadedProgram in slot 3 of the Program Table
this.program.instance:setProgram(loadedProgram, 3)

-- set program in slot 1 of the Slot Rack
program = this.program.instance:getProgram(3)
this.program.instance:getSlot(1):setProgram(program)

-- clear slot 2 of the Slot Rack
this.program.instance:getSlot(2):setProgram(nil)
```

See Also: [getProgram](#), [Program](#)