

setName

```
setName(name)
```

Description

Function to change the name of an element in the **Program Tree**.

Available in: Controller.

Arguments

name	The new name for the element.	string
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Example

```
-- print current name of the script module
print(this.name)
-- set the name of the script module to "My Element"
this.setName("My Element")
-- print the new name of the script module
print(this.name)
```