

Effect

The Effect class inherits all properties and methods of the [Element](#) class.

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Element

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Class Hierarchy

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Classes

Effect Class

Description

The [Element](#) object of an effect can be obtained with [findEffects](#) or [getEffect](#).

Available in: Controller, Processor.

Fields

.moduleType	Returns the effect type.	string
.bypassMask	Determines if an effect follows the global inserts and Aux bypass buttons. See Bypass Masks for details.	number

Example

```
effects = this.program:findEffects(true)
for i , effect in ipairs(effects) do
    print(effect.moduleType)
end
```

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Constructors

Effect Constructor

Effect(type)

Description

Constructor to create a new [Effect](#) object of the specified type.

Available in: Controller.

Arguments

type	The type of effect.	string
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Return Values

Returns a new [Effect](#) object of the specified type.

Example

```
-- This function creates different types of objects in the Program Tree.
-- The objects in the Program Tree do not have a name. You will see only their icons.
function createProgram()
  local inst = this.program.instance
  local prg = Program()
  local bus = Bus()
  prg:appendBus(bus)
  inst:setProgram(prg, 1)
  local layer = Layer()
  prg:appendLayer(layer)
  layer:appendZone(Zone())
  local mm = MidiModule('MIDI Player')
  layer:appendMidiModule(mm)
  local fx = Effect('Distortion')
  bus:appendEffect(fx)
end

createProgram()
```

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