

# getChild

getChild(nameOrPosition)

## Description

Function to retrieve the [Element](#) object of a child in the specified [Element](#) object. For example, `this.parent` specifies the parent layer of the script module as the [Element](#) object to be searched in. This function does not search in subelements. A particular child can be searched by name or position. The position is the number indexing the children in the specified [Element](#) object. If several children share the same name, only the first match will be returned. If no argument is set, the function returns the first child it finds.

**Available in:** Controller, Processor.

## Arguments

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

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

## Example

```
-- locate the first child in the program and print its name
child = this.program:getChild()

if child then
    print(child.name)
else
    print("Could not find a child!")
end
```

**See Also:** [getBus](#), [getEffect](#), [getLayer](#), [getMidiModule](#), [getSlot](#), [getZone](#), [Element](#)