

# getBus

```
getBus(nameOrPosition)
```

## Description

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

**Available in:** Controller, Processor.

## Arguments

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

## Return Values

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

## Example

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

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

**See Also:** [getChild](#), [getEffect](#), [getLayer](#), [getMidiModule](#), [getSlot](#), [getZone](#), [Bus](#)