

# removeEffect

```
removeEffect(effectOrPosition)
```

## Description

Function to remove an effect from a bus. You can use [getBus](#) or [findBusses](#) to define the bus that contains the effect. The effect to be removed is determined by its [Effect](#) object or its position. You can use [getEffect](#) or [findEffects](#) to determine the [Effect](#) object. The position is the number indexing the effects in the bus.

**Available in:** Controller.

## Arguments

<b>insertOrPosition</b>	The <a href="#">Element</a> object or the position of the effect to be removed.	<a href="#">Effect</a> or number
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## Example

```
-- remove all effects from the program

busses = this.program:findBusses(true)      -- find all busses in the program

for i, bus in ipairs(busses) do
  effects = bus:findEffects(true)          -- find all effects of the bus
  for j, effect in ipairs(effects) do
    bus:removeEffect(effect)              -- and remove them
  end
end
end
```

**See Also:** [removeBus](#), [removeLayer](#), [removeMidiModule](#), [removeZone](#), [Effect](#)