

CloneElement

This function clones (creates an exact copy of) an already existing element. The root node, and player elements, cannot be cloned. If a player element is a child of an element that is cloned, it will be skipped, along with the elements that exist as a child to the player element.

Players are not the only elements that cannot be cloned. This list also includes remoteclients, and console elements.

The cloned element will be placed on the element tree as a child of the same parent as the cloned element.

Syntax

```
element cloneElement ( element theElement, [ float xPos = 0, float yPos = 0, float zPos = 0, bool cloneChildren = false ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *element:clone(...)*

Required Arguments

- **theElement:** The element that you wish to clone.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **xPos:** A floating point number representing the X coordinate on the map.
- **yPos:** A floating point number representing the Y coordinate on the map.
- **zPos:** A floating point number representing the Z coordinate on the map.
- **cloneChildren:** A boolean value representing whether or not the element's children will be cloned.

Note: if 'cloneChildren' is true, the position floats will be offsets from the cloned element's position.

Returns

Returns the handle of the new cloned element of the parent, *false* if invalid arguments were passed.