

GetElementID

This function gets the ID of an element. This is the "id" attribute of the element and is a string, NOT a number like a model ID, weapons ID or similar.

Note: This function can also be used to get the resource name of any *resource-data*.

Syntax

string getElementID (element theElement)

OOP Syntax Help! I don't understand this!

Method: *element:getID(...)*

Variable: *.id*

Counterpart: *setElementID*

Required Arguments

- **theElement:** the element from which to retrieve the ID.

Returns

This returns a *string* containing the element ID. It will return an empty *string* if it has no ID. It will return *false* if the element is invalid.