# CreateElement

This function is used to create a new dummy element in the element tree which do not necessarily represent an entity within the San Andreas world. A common use for this function is for creating custom elements, such as a Flag or a Base.

Elements created using this function are placed in the element tree with their parent as the 'dynamic' map element.

## Syntax

```
element createElement ( string elementType, [ string elementID = nil ] )
```

**OOP Syntax** Help! I don't understand this!

> **Method**: *Element(...)*

### Required Arguments

- **elementType:** The type of element being created.

### Optional Arguments

- **elementID:** The ID of the element being created.

### Returns

Returns the element if it was successfully created. Returns *false* if the arguments are wrong.