

GetElementsByType

This function is used to retrieve a list of all elements of the specified type. This can be useful, as it disregards *where* in the element tree it is. It can be used with either the built in types (listed below) or with any custom type used in a .map file. For example, if there is an element of type "flag" (e.g. <flag />) in the .map file, the using "flag" as the type argument would find it.

Syntax

Server

```
table getElementsByType ( string theType, [ element startat=getRootElement() ] )
```

Client

```
table getElementsByType ( string theType, [ element startat=getRootElement(), bool streamedIn=false ] )
```

OOP Syntax Help! I don't understand this!

Note: *This function is a static function underneath the Element class.*

Method: *Element.getAllByType(...)*

Required Arguments

- **theType:** The type of element you want a list of. This is the same as the tag name in the .map file, so this can be used with a custom element type if desired. Built in types can be found here: Element
 - **"player":** A player connected to the server
 - **"ped":** A ped
 - **"water":** A water polygon
 - **"sound":** A playing sound
 - **"vehicle":** A vehicle
 - **"object":** An object
 - **"pickup":** A pickup
 - **"marker":** A marker
 - **"colshape":** A collision shape
 - **"blip":** A blip
 - **"radararea":** A radar area
 - **"team":** A team
 - **"spawnpoint":** A spawnpoint
 - **"console":** The server Console
 - **"projectile":** A clientside projectile
 - **"effect":** A clientside effect
 - **"light":** A clientside light
 - **"searchlight":** A clientside searchlight
 - **"shader":** A shader
 - **"texture":** A texture

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.

- **startat:** The element the search should start at. Children of this element are searched, siblings or parents will not be found. By default, this is the root element which should suit most uses.

Client

- **streamedIn:** If true, function will only return elements that are streamed in.

Returns

Returns a *table* containing all the elements of the specified type. Returns an empty *table* if there are no elements of the specified type. Returns *false* if the string specified is invalid (or not a string).