GetElementSyncer

This function gets the syncer of an element. The syncer is the player who is in control of the element.

Syntax

```
element getElementSyncer ( element theElement )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:getSyncer(...)*
> **Variable**: *.syncer*
> **Counterpart**: *setElementSyncer*

Required Arguments

- **theElement**: The element to get the syncer of.

Returns

Returns the element that is the syncer of *theElement* or *false* if the element does not have a syncer.