

GetProjectileCreator

This function returns the creator of the specified projectile.

Syntax

element `getProjectileCreator` (`projectile` `theProjectile`)

OOP Syntax Help! I don't understand this!

Method: *projectile:getCreator(...)*

Variable: *.creator*

Required Arguments

- **theProjectile:** The projectile element which creator you want to retrieve.

Returns

Returns the element which created the projectile if successful, *false* otherwise.