

SaveMapData

This converts a set of elements in the element tree into XML. This is a format that can then be loaded as a map file. Each element represents a single XML node.

Syntax

```
bool saveMapData ( xmlnode node, element baseElement [, bool childrenOnly = false ] )
```

Required Arguments

- **node**: An existing node that should contain the contents of baseElement
- **baseElement**: The first element to output to the XML tree. This element and all its children (and their children, etc) will be output.

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.

- **childrenOnly**: Defines if you want to only save children of the specified element.

Returns