GetRootElement

This function returns the root node of the element tree, called *root*. This node contains every other element: all resource root elements, players and remote clients. It is never destroyed and cannot be destroyed using destroyElement.

It is often used to attach handler functions to events triggered for any element, or also to make a scripting function affect all elements.

> **Note:** All resources have a predefined global variable called *root* that has the root element as value. The variable exists server side as well as client side.

Syntax

```
element getRootElement ( )
```

Returns

Returns the root element.