

IsElement

This function checks if a value is an element or not.

Note: This function is not reliable as element ids are eventually recycled. Always make sure you nil variables containing an element after calling `destroyElement` or `handle onElementDestroy` for players and elements that might be destroyed by another resource

Syntax

```
bool isElement ( var theValue )
```

Required Arguments

- **theValue:** The value that we want to check.

Returns

Returns *true* if the passed value is an element, *false* otherwise.