

RemoveElementDataSubscriber

This function unsubscribes a player from specific element data. This function is used together with `setElementData` in *"subscribe"* mode.

Syntax

```
bool removeElementDataSubscriber ( element theElement, string key, player thePlayer )
```

OOP Syntax Help! I don't understand this!

Method: *element:removeDataSubscriber(...)*

Counterpart: *addElementDataSubscriber*

Required Arguments

- **theElement:** The element you wish to unsubscribe the player from.
- **key:** The key you wish to unsubscribe the player from.
- **thePlayer:** The player you wish to unsubscribe.

Returns

Returns *true* if the player was unsubscribed, *false* otherwise.