

# GetElementChildren

This function is used to retrieve a list of the child elements of a given parent element. Note that it will only return direct children and not elements that are further down the element tree.

## Syntax

```
table getElementChildren ( element parent [, string theType = nil ] )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *element:getChildren(...)*

## Required Arguments

- **parent:** Supply this argument with the parent of the children you want returned.

## Optional Arguments

- **theType:** The type of element you want a list of. This is the same as the tag name in the .map file, so this can be used with a custom element type if desired. Built in types are:
  - **"player":** A player connected to the server
  - **"ped":** A ped
  - **"water":** A water polygon
  - **"sound":** A playing sound
  - **"vehicle":** A vehicle
  - **"object":** An object
  - **"pickup":** A pickup
  - **"marker":** A marker
  - **"colshape":** A collision shape
  - **"blip":** A blip
  - **"radararea":** A radar area
  - **"team":** A team
  - **"spawnpoint":** A spawnpoint
  - **"remoteclient":** A remote client connected to the server
  - **"console":** The server Console

## Returns

This function returns a *table* that contains a list of elements that the parent has. If the element has no children, it will return an empty *table*. It will return *false* if the parent element does not exist.