

IsElementSyncer

This function checks whether an element is synced by the local player or not. Accepted elements are peds and vehicles.

Syntax

```
bool isElementSyncer ( element theElement )
```

OOP Syntax Help! I don't understand this!

Method: *element:isSyncer(...)*

Variable: *.syncedByLocalPlayer*

Required Arguments

- **theElement:** The element to check.

Returns

Returns *true* if the passed element is synced by the local player, *false* otherwise.