

DestroyElement

This function destroys an element and all elements within it in the hierarchy (its children, the children of those children etc). Player elements cannot be destroyed using this function. A player can only be removed from the hierarchy when they quit or are kicked. The root element also cannot be destroyed, however, passing the root as an argument will wipe all elements from the server, except for the players and clients, which will become direct descendants of the root node, and other elements that cannot be destroyed, such as resource root elements.

Note: There is bug when you try to destroy webbrowser that returned from guiGetBrowser so instead of that destroy the gui-element one that returned from guiCreateBrowser otherwise the game will be crushed (By Master_NRP).

Players are not the only elements that cannot be deleted. This list also includes remote clients and console elements.

Note: As element ids are eventually recycled, always make sure you nil variables containing the element after calling this function

Syntax

```
bool destroyElement ( element elementToDestroy )
```

OOP Syntax Help! I don't understand this!

Method: *element:destroy(...)*

Required Arguments

- **elementToDestroy:** The element you wish to destroy.

Returns

Returns *true* if the element was destroyed successfully, *false* if either the element passed to it was invalid or it could not be destroyed for some other reason (for example, clientside destroyElement can't destroy serverside elements).

Remarks

If a streamed-in element is destroyed then it is NOT streamed out, i.e. the onClientElementStreamOut client-side event is NOT triggered. Thus it is wrong to assume a clean stream-in and stream-out sequence on the client-side. Additionally to onClientElementStreamOut use a onClientElementDestroy event handler to detect the destruction of streamed-in elements.