

SetElementParent

This function is used for setting an element as the parent of another element.

Important Note: The client-side version of this function can only be used on client-created elements. It cannot be used to modify the parent of server side elements.

Note: This function does not change when an element will be destroyed - Elements are always destroyed when the resource that created them is stopped.

Note: When an element is destroyed, its parent becomes the new parent of its children.

Note: setElementParent only works if new parent is the root element, map root, or ancestor of map root

Tip: This function does not affect the child elements position. To attach elements use the function attachElements.

Syntax

```
bool setElementParent ( element theElement, element parent )
```

OOP Syntax Help! I don't understand this!

Method: *element:setParent(...)*

Variable: *.parent*

Counterpart: *getElementParent*

Required Arguments

- **theElement:** The element that you wish to set the parent of.
- **parent:** The element you wish to be the parent of *theElement*.

Returns

Returns *true* if both elements are valid, *false* otherwise.