

HasElementDataSubscriber

This function returns whether a player is subscribed to specific element data. This function is used together with `setElementData` in *"subscribe"* mode.

Syntax

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

OOP Syntax [Help! I don't understand this!](#)

Method: *element:hasDataSubscriber(...)*

Required Arguments

- **theElement:** The element you wish to check whether the player is subscribed to.
- **key:** The key you wish to check whether the player is subscribed to.
- **thePlayer:** The player you wish to check.

Returns

Returns *true* if the player is subscribed, *false* otherwise.