# **XmlNodeGetChildren**

This function returns all children of a particular XML node, or a particular child node.

## **Syntax**

table/xmlnode xmlNodeGetChildren ( xmlnode parent, [ int index ] )

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

Method: xmlnode:getChildren(...)

Variable: .children

## **Required Arguments**

• parent: This is the xmlnode you want to retrieve one or all child nodes of.

### **Optional Arguments**

• **index:** If you only want to retrieve one particular child node, specify its (0-based) index here. For example if you only want the first node, specify 0; the fifth node has index 4, etc.

#### **Returns**

If **index** isn't specified, returns a table containing all child nodes. If **index** is specified, returns the corresponding child node if it exists. If no nodes are found, it returns an empty table. Returns *false* in case of failure.