

AddElementDataSubscriber

This function subscribes a player to specific element data. This function is used together with setElementData in *"subscribe"* mode.

Note: Before using this function you need to setup an initial value of element data in *"subscribe"* mode, otherwise the subscriber will not be added.

Note: Calling removeElementData or setElementData with other sync mode will automatically remove all subscribers of specified element data.

Syntax

bool addElementDataSubscriber (element theElement, string key, player thePlayer)

OOP Syntax Help! I don't understand this!

Method: *element:addDataSubscriber(...)*
Counterpart: *removeElementDataSubscriber*

Required Arguments

- **theElement:** The element you wish to subscribe the player to.
- **key:** The key you wish to subscribe the player to.
- **thePlayer:** The player you wish to subscribe.

Returns

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