Ref

This function will create a reference to the given argument.

Syntax

```
int ref( mixed objectToReference )
```

Required Arguments

- **objectToReference :** The Lua element, which you want to reference

Returns

Returns an *int* if the reference were successfully created. Returns *false* if the parameter were invalid.

Remarks

This function was originally created to prevent garbage-collection of specific Lua objects/elements which should persist even though no script would reference them. The storage of those references can be obtained by a call to the debug.getregistry function. Since at the moment NRP does not make use of advanced garbage-collector semantics, this function serves little purpose other than leak memory!