GetProjectileTarget

This function returns the target of the specified projectile.

Syntax

```
element getProjectileTarget ( projectile theProjectile )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *projectile:getTarget(...)*
>   **Variable**: *.target*

Required Arguments

- **theProjectile:** The projectile element which target you want to retrieve.

Returns

Returns the element which is the projectile's target if the projectile is valid and can have a target (like a heat-seeking rocket), *false* otherwise.

If the projectile is a satchel charge, returns the element at which it is glued to (or *nil* if it isn't glued to any).