

in:

[Objects](#)

# Exists

```
<iframe src="https://www.googletagmanager.com/ns.html?id=GTM-MDPTN53"
height="0" width="0" style="display:none;visibility:hidden"></iframe>
```

Returns true if the specified object exists, false if it does not.

## Built-in Function handler [Edit](#)

Syntax:

```
exists(<object>)
```

Examples:

```
exists(card field 1)
```

```
exists(button "OK" of card "Preferences")
```

Use the **exists** function to make sure an object exists before you try to perform an action on it, or to determine whether to create an object.

To find out whether any of a certain type of object exist, use the **exists** function with the number 1. For example:

```
exists(image 1)
```

[returns](#) true if there are any [images](#) on the current card, and false otherwise.

You can also specify a chunk of a container, but in this case the **exists** function always returns true.

**NOTE:** To find out whether a [file](#) or [folder](#) exists, or whether a [process](#) is running, use the [there is](#) a operator.

Parameters:

- object: Any object reference.
- Returns (bool): The **exists** function [returns](#) true or false.

See also: [image](#) (object), [there is a](#) (operator), [there is no](#) (operator), [owner](#) (property)