

IsElementWaitingForGroundToLoad

This function checks whether NRP has frozen an element because it is above map objects which are still loading or not.

Note: When vehicles are frozen waiting for collisions to load they **do not** overwrite the frozen status set by `setElementFrozen`.

Syntax

```
bool isElementWaitingForGroundToLoad ( element theElement )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *element:isWaitingForGroundToLoad(...)*

Variable: *.waitingForGroundToLoad*

Required arguments

- **theElement:** the element to check its frozen waiting for custom map objects to load status. It can be a vehicle, ped or player.

Returns

Returns *true* if the specified element is frozen waiting for collisions of custom map objects to load. Returns *false* if it's not or if the specified element is invalid.