IsElementInWater

This function checks whether an element is submerged in water.

Syntax

```
bool isElementInWater ( element theElement )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:isInWater(...)*
> **Variable**: *.inWater*

Required Arguments

- **theElement**: The element to check.

Returns

Returns *true* if the passed element is in water, *false* if it isn't, or if the element is invalid.