

IsElementStreamedIn

This function checks whether an element is currently streamed in (not virtualized) and are actual GTA objects in the world. You can force an element to be streamed in using `setElementStreamable`.

Syntax

```
bool isElementStreamedIn ( element theElement )
```

OOP Syntax Help! I don't understand this!

Method: *element:isStreamedIn(...)*

Variable: *.streamedIn*

Required Arguments

- **theElement:** The element to check whether is streamed in or not.

Returns

Returns *true* if the passed element is currently streamed in, *false* if it is virtualized.