GetObjectScale

This function returns the visible size of an object.

Syntax

```
float, float, float getObjectScale ( object theObject )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Object:getScale(...)*
> **Variable**: *.scale*
> **Counterpart**: *setObjectScale*

Required Arguments

- **theObject**: the object you wish to return the scale of.

Returns

- Three float values indicating the scale of the object on the x, y, and z axis if successful, *false* otherwise.