GetElementLighting

This function returns the lighting value for the specified element. This can be a player, ped, vehicle, object.

Syntax

```
float getElementLighting ( element theElement )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *element:getLighting(...)*
>   **Variable**: *.lighting*

Required Arguments

- **theElement:** The element whose lighting you want to retrieve.

Returns

Returns a float (0.0-0.5; 0 = dark; 0.5 = light) indicating the element's lighting, or *false* if invalid arguments were passed. This function will fail if called right after element creation.