

# OnElementColShapeHit

This event is triggered when an player or vehicle element collides with a colshape.

## Parameters

colshape theColShape, bool matchingDimension

- **theColShape**: the colshape that this element collided with.
- **matchingDimension**: a boolean representing if the element and the colshape are in the same dimension.

## Source

The source of this event is the player or vehicle that collided with the colshape.