

# SetElementCollidableWith

This function can be used to set an element to collide with another element. An element with collisions disabled does not interact physically with the other element.

**Note:** You can only use this function with the element types listed below.

- Player
- Ped
- Vehicle
- Object
  
- Weapon

## Syntax

```
bool setElementCollidableWith ( element theElement, element withElement, bool enabled )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *element:setCollidableWith(...)*

**Counterpart:** *isElementCollidableWith*

## Required Arguments

- **theElement:** The element which colliding you want to change
- **withElement:** The other element you wish the first entity to collide with
- **enabled:** A boolean to indicate whether elements should be able to collide with eachother (*true*) or not (*false*)

## Returns

Returns *true* if the collisions were set succesfully, *false* otherwise.