

# IsElementWithinColShape

This function is used to determine if an element is within a collision shape. Please note that for legacy reasons, a colshape created on the client does not collide with elements already existing at that location until they first move. Please also note that before 1.0.3, this did not function correctly when moving a colshape.

Please note that this function doesn't verify whether element is in the same dimension and interior, additional checks could be implemented manually if they are needed.

## Syntax

```
bool isElementWithinColShape ( element theElement, colshape theShape )
```

**OOP Syntax** [Help!](#) I don't understand this!

**Method:** *element:isWithinColShape(...)*

## Required Arguments

- **theElement:** The element you're checking.
- **theShape:** The colshape you're checking

## Returns

Returns *true* if the element is within the colshape, *false* otherwise