

SetElementFrozen

This function freezes an element (stops it in its position and disables movement) or unfreezes it.

Warning: This function cancels any animation set by `setPedAnimation` if you freeze the ped.

Syntax

```
bool setElementFrozen ( element theElement, bool freezeStatus )
```

OOP Syntax Help! I don't understand this!

Method: *element:setFrozen(...)*

Variable: *.frozen*

Counterpart: *isElementFrozen*

Required Arguments

- **theElement:** The element whose freeze status we want to change.
- **freezeStatus:** A boolean denoting whether we want to freeze (*true*) or unfreeze (*false*) it.

Returns

Returns *true* if the element was frozen, *false* if it wasn't or if invalid arguments are passed.