OnElementColShapeLeave

This event is triggered when an player or vehicle element leaves the area of a colshape.

Parameters

`colshape theColShape, bool matchingDimension`

- **theColShape**: the colshape that this element left the area of.
- **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 left colshape.