

# GetElementRadius

This function gets the radius of an element. Normally, sphere or circle-shaped elements tend to return a more accurate and expected radius than others with another shapes.

## Syntax

```
float getElementRadius ( element theElement )
```

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

**Method:** *element:getRadius(...)*  
**Variable:** *.radius*

## Required Arguments

- **theElement:** The element to get the radius of. It can be any entity type, such as:
  - **Players.**
  - **Peds.**
  - **Vehicles.**
  - **Objects.**

## Returns

Returns a *float* containing the radius if the element is valid, *false* otherwise.