GetElementsWithinColShape

This function is used to retrieve a list of all elements in a colshape, of the specified type.

> **Note:**
> - For legacy reasons, a colshape created on the client does not collide with elements already existing at that location until they first move.
> - This function doesn't verify whether elements are in the same dimension and interior, additional checks could be implemented manually if they are needed.

Syntax

```
table getElementsWithinColShape ( colshape theShape [, string elemType = nil ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:getElementsWithin(...)*
> **Variable**: *.elementsWithin*

Required Arguments

- **theShape:** The colshape you want to get the elements from.

Optional Arguments

- **elemType:** The type of element you want a list of. This can be any element type, the common ones being:
  - **"player":** A player connected to the server
  - **"ped":** A ped
  - **"vehicle":** A vehicle
  - **"object":** An object
  - **"pickup":** A pickup
  - **"marker":** A marker

Returns

Returns a table containing all the elements inside the colshape, of the specified type. Returns an empty table if there are no elements inside. Returns *false* if the colshape is invalid.