

# OnColShapeLeave

This event is triggered when a player or a vehicle leaves a collision shape.

## Parameters

element leaveElement, bool matchingDimension

- **leaveElement**: The element that who exited the col shape. This can be a player or a vehicle.
- **matchingDimension**: a boolean referring to whether the collision shape was in the same dimension as the element.

## Source

The source of this event is the colshape that the element no longer is in contact with.