GetElementDistanceFromCentreOfMassToBaseOfModel

This function is used to retrieve the distance between a element's centre of mass to the base of the model. This can be used to calculate the position the element has to be set to, to have it on ground level.

> **Note:** The distance value is only available when the element is streamed in, otherwise 0 is returned. If you create an element at the player's position which is going to be streamed in, call the function in the next frame to obtain the correct value (with setTimer 0ms, for example).

Syntax

```
float getElementDistanceFromCentreOfMassToBaseOfModel ( element theElement )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:getDistanceFromCentreOfMassToBaseOfModel(...)*
> **Variable**: *.distanceFromCentreOfMassToBaseOfModel*

Required Parameters

theElement: The element you want to retrieve the value of.

Returns

Returns a *float* with the distance, or *false* if the element is invalid.