

# DxGetMaterialSize

This gets the dimensions of the supplied material element.

## Syntax

```
int, int [, int] dxGetMaterialSize ( element material )
```

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

**Method:** *material.getSize(...)*

## Required Arguments

- **material** : The material element whose size is to be gotten

## Returns

Returns two *ints* representing the width and height in pixels of the material, or false if an invalid parameter was passed to the function. If the material is a volume texture, this function will return three *ints* representing the width, height and depth.