SetObjectMass

This function sets the mass of a specified object. Changing the mass leads to a different movement behavior for especially dynamic objects.

Syntax

```
bool setObjectMass ( object theObject, float mass )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:setMass(...)*
> **Variable**: *.mass*
> **Counterpart**: *getObjectMass*

Required Arguments

- **theObject:** the object whose mass will be set.
- **mass:** the new mass.

Returns

- *true* if the new mass value has been.
- *false* otherwise.