

SetElementCollisionsEnabled

This function can disable or enable an element's collisions. An element without collisions does not interact with the physical environment and remains static.

Note: Vehicles that are collisionless and have a driver will cause bugs.

Note: Enabling a players collisions when they're inside a vehicle will cause bugs.

Note: Disabling a peds collisions will cause some problems, such as it being unable to move or wrong rotation after creation.

Syntax

```
bool setElementCollisionsEnabled ( element theElement, bool enabled )
```

OOP Syntax Help! I don't understand this!

Method: *element:setCollisionsEnabled(...)*

Variable: *.collisions*

Counterpart: *getElementCollisionsEnabled*

Required Arguments

- **theElement:** The element you wish to set the collisions of
- **enabled:** A boolean to indicate whether collisions are enabled (*true*) or disabled (*false*)

Returns

Returns *true* if the collisions were set succesfully, *false* otherwise.