

# OnClientElementColShapeLeave

This event is triggered when an element (like a player or vehicle) leaves a collision shape.

## Parameters

colshape theShape, bool matchingDimension

- **theShape:** the colshape that the element left.
- **matchingDimension:** *true* if the element is in the same dimension as the colshape, *false* otherwise.

## Source

The source of this event is the element that left the colshape.