

GetElementsWithinRange

This function is used to retrieve a list of all elements of specified type within a range of 3D coordinates.

BEFORE VERSION 1.5.9 r21438:

- Z argument isn't in use currently, but make your scripts like it is for future compatibility reasons.

- Z argument is now being taken into consideration when checking for elements.

Note:

- This function checks if elements are in a box, not in a sphere.
- This function doesn't work with elements which are created by `createElement`.

Syntax

```
table getElementsWithinRange ( float x, float y, float z, float range [, string elemType = "", int interior, int dimension ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Element.getWithinRange(...)*

Required Arguments

- **x**: the x coordinate at which to retrieve elements.
- **y**: the y coordinate at which to retrieve elements.
- **z**: the z coordinate at which to retrieve elements.
- **range**: the range at the coordinates in which to retrieve elements.

Optional Arguments

- **elemType**: The type of element you want a list of. This can be any element type, such as:
 - **"player"**: A player connected to the server.
 - **"ped"**: A ped.
 - **"vehicle"**: A vehicle.
 - **"object"**: An object.
 - **"pickup"**: A pickup.
 - **"marker"**: A marker.
- **interior**: The interior you want to limit the search to. If not specified, it can return elements in any interior.
- **dimension**: The dimension you want to limit the search to. If not specified, it can return elements in any dimension.

Returns

Returns a table containing all the elements of the specified type within range. Returns an empty table if there are no elements within range. Returns *false* if the arguments are invalid.