GetElementCollisionsEnabled

This function indicates if a specific element is set to have collisions disabled. An element without collisions does not interact with the physical environment and remains static.

Syntax

```
bool getElementCollisionsEnabled ( element theElement )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *element:getCollisionsEnabled(...)*
>   **Variable**: *.collisions*
>   **Counterpart**: *setElementCollisionsEnabled*

Required Arguments

* **theElement:** The element for which you want to check whether collisions are enabled

Returns

Returns *true* if the collisions are enabled, *false* otherwise.