

# GetElementHealth

This function returns the current health for the specified element. This can be a player, a ped, a vehicle, or an object.

## Syntax

```
float getElementHealth ( element theElement )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *element:getHealth(...)*
- Variable:** *.health*
- Counterpart:** *setElementHealth*

## Required Arguments

- **theElement:** The player or vehicle whose health you want to check.

## Returns

Returns a float indicating the element's health, or *false* if invalid arguments were passed.