

IsElementCollidableWith

This function can be used to check whether specified element is collidable with another element.

Note: You can only use this function with the element types listed below.

- Player
 - Ped
 - Vehicle
 - Object
-
- Weapon

Syntax

```
bool isElementCollidableWith ( element theElement, element withElement )
```

OOP Syntax Help! I don't understand this!

Method: *element:isCollidableWith(...)*

Counterpart: *setElementCollidableWith*

Required Arguments

- **theElement:** The element which colliding you want to get
- **withElement:** The other element which colliding with the first entity you want to get

Returns

Returns *true* if the elements collide with each other, *false* otherwise.