

SetElementDimension

This function allows you to set the dimension of any element. The dimension determines what/who the element is visible to.

Syntax

```
bool setElementDimension ( element theElement, int dimension )
```

OOP Syntax Help! I don't understand this!

- Method:** *element:setDimension(...)*
- Variable:** *.dimension*
- Counterpart:** *getElementDimension*

Required Arguments

- **theElement:** The element in which you'd like to set the dimension of.
- **dimension:** An integer representing the dimension ID. You can also use **-1** to make the element visible in all dimensions (only valid to objects). Valid values are 0 to 65535.

Returns

Returns *true* if **theElement** and **dimension** are valid, *false* otherwise. Also returns false if **theElement** is a player and it's not alive.