

# SetElementInterior

This function allows you to set the interior of any element. An interior is the current loaded place, 0 being outside.

**Note:** If passing the same interior as the element is in, the call will be ignored and position (optional arguments) will not be set either. Use `setElementPosition` separately to be sure the position will be set.

## Syntax

```
bool setElementInterior ( element theElement, int interior [, float x, float y, float z] )
```

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

**Method:** *element:setInterior(...)*

**Variable:** *.interior*

**Counterpart:** *getElementInterior*

## Required Arguments

- **theElement:** The element in which you'd like to set the interior of.
- **interior:** The interior you want to set the element to. Valid values are 0 to 255.

## Optional Arguments

*NOTE:* When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

## Returns

Returns *true* if **theElement** and **interior** are valid arguments, *false* otherwise.