

GetElementMatrix

This function gets an element's transform matrix. This contains 16 float values that multiplied to a point will give you the point transformed. It is most useful for matrix calculations such as calculating offsets. For further information, please refer to a tutorial of matrices in computer graphics programming.

Note: The matrix returned by this function is not setup correctly for some calculations unless the **legacy** argument is set to ***false***.

Tip: *For matrix manipulation which goes beyond the basic examples given on this page, see the Lua matrix library.* If you are using NRP: SA 1.4 or higher, using the built-in matrix class is also recommended.

Syntax

```
table getElementMatrix ( element theElement [, bool legacy = true ] )
```

OOP Syntax Help! I don't understand this!

Method: *element:getMatrix(...)*

Variable: *.matrix*

Counterpart: *setElementMatrix*

Required Arguments

- **theElement:** The element which you wish to retrieve the matrix for.

Optional Arguments

- **legacy:** Set to *false* to return correctly setup matrix (i.e. Last column in the first 3 rows set to zero).

Returns

Returns a multi-dimensional array (which can be transformed into a proper matrix class using *Matrix.create* method) containing a 4x4 matrix. Returns *false* if the element is not streamed in, and not a vehicle, ped or object.