

GetElementBoundingBox

This function returns the minimum and maximum coordinates of an element's bounding box.

It should be noted that the values returned are relative to the position of the element, and as such if you wish to get world coordinates for drawing, etc., you should retrieve the position of the element and add the returned values onto that.

Note: The element must be streamed in for this function to work.

Syntax

float, float, float, float, float, float getElementBoundingBox (element theElement)

OOP Syntax Help! I don't understand this!

Method: *element:getBoundingBox(...)*

Required Arguments

- **theElement:** the element whose bounding box we want to get.

Returns

- Returns *min x, min y, min z, max x, max y, max z* if the passed element is valid and streamed in, *false* otherwise.