

GetObjectMass

This function returns the mass of a specified object.

Syntax

```
float getObjectMass ( object theObject )
```

OOP Syntax Help! I don't understand this!

- Method:** *object:getMass(...)*
- Variable:** *.mass*
- Counterpart:** *setObjectMass*

Required Arguments

- **theObject:** the object whose mass you want to get.

Returns

- A float representing the mass of the object.
- *false* if invalid arguments were passed.
- *-1* if object was never streamed in.