GetObjectProperty

This function gets a property of the specified object.

Syntax

```
mixed getObjectProperty ( object theObject, string property )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:getProperty(...)*
> **Counterpart**: *setProperty*

Required Arguments

- **theObject:** the object you wish to get a property of.
- **property:** the property you want to get the value of:

  - "all" - *table* with values of all properties below (OOP method: *getProperties*)

  - "mass" - *float*
  - "turn_mass" - *float*
  - "air_resistance" - *float*
  - "elasticity" - *float*
  - "center_of_mass" - *Vector3D* - **(x, y, z)**
  - "buoyancy" - *float*

Returns

On success: table for **all**, 3 floats for **center_of_mass** or float for other properties

On failure: *false*