

# IsElementOnScreen

This function will check if an element is on the screen. Elements behind objects but still in the camera view count as being on screen.

This function is particularly useful for detecting if dynamic objects are in "destroyed" state. Destroyed objects will return false.

## Syntax

```
bool isElementOnScreen ( element theElement )
```

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

**Method:** *element:isOnScreen(...)*

**Variable:** *.onScreen*

## Required Arguments

- **theElement:** The element of which you wish to check wether it's being rendered on screen.

## Returns

Returns *true* if element is on screen, *false* if not.

## Issues

Issue ID	Description
#2029	isElementOnScreen doesn't work for markers