

# OnColShapeHit

**Note:** The hit won't be detected if the element that entered the colshape is a colshape.

This event is triggered when a physical element hits a colshape.

## Parameters

element hitElement, bool matchingDimension

- **hitElement:** the element that entered the colshape.
- **matchingDimension:** a boolean referring to whether the hit collision shape was in the same dimension as the element.

## Source

The source of this event is the colshape that got hit by a player or vehicle.