Shared function

# CreateObject

Creates an object element at a given position and rotation.

> **Note:** Dynamic objects do not automatically have physics applied to them. Use setElementVelocity(object, 0, 0, 0) to fix this.

## Syntax

```
object createObject ( int modelId, float x, float y, float z, [ float rx, float ry, float rz, bool isLowLOD = false ] )
```

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

**Method**: *Object(...)*

### Required Arguments

- **modelId:** A whole integer specifying the GTA:SA object model ID.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

### Optional Arguments

*NOTE:* When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **rx:** A floating point number representing the rotation about the X axis in degrees.
- **ry:** A floating point number representing the rotation about the Y axis in degrees.
- **rz:** A floating point number representing the rotation about the Z axis in degrees.

- **isLowLOD:** A bool value specifying if the object will be low LOD. A low LOD object has no collision and a longer draw distance.

### Returns

- Returns the object element if the creation was successful, *false* otherwise.