

# GetWaterLevel

This function allows you to retrieve the water level from a certain location. The water level is 0 in most places though it can vary (e.g. it's higher near the dam).

**Note:** Some small water areas within parts of the city do not count as water to be used with this function. For example, the shallow water area in Northwest San Fierro.

## Syntax

```
float getWaterLevel ( float posX, float posY, float posZ [ , bool ignoreDistanceToWaterThreshold = false ] )  
  
float getWaterLevel ( water theWater )
```

## Required Arguments

- **x:** The X axis position
- **y:** The Y axis position
- **z:** The Z axis position

*or:*

- **theWater:** the water element

## Optional Arguments

- **ignoreDistanceToWaterThreshold:** If set to false, this function returns false, if the difference between water level (without waves) and posZ is greater than 3.0

## Returns

Returns an *integer* of the water level if the localPlayer/position is near the water (-3 to 20 on the Z coordinate) else *false* if there's no water near the localPlayer/position.