EngineGetObjectGroupPhysicalProperty

This function gets physical property of given properties group.

Syntax

```
var engineGetObjectGroupPhysicalProperty ( int groupID, objectgroup-modifiable property )
```

Required Arguments

- **groupID**: the id of physical properties group which you wish to get a property from.
- **objectgroup-modifiable**: the property which you wish to get, as per table below.

Returns

Returns the value contained in given property if everything went well, error is raised otherwise.

Properties

Physical properties

Property	Type	Description
mass	float	Mass of an object
air_resistance	float	Air resistance of an object
elasticity	float	Elasticity of an object
buoyancy	float	Buoyancy of an object
uproot_limit	float	How much force is needed to uproot the object
col_damage_multiplier	float	Force multiplier used when colliding with object
col_damage_effect	DamageEffect	Dictates which damage effect is applied to object on collision
special_col_response	CollisionResponse	Dictates how object responds to being collided with
avoid_camera	bool	Dictates whether camera passes throught the object
cause_explosion	bool	Dictates whether objects exploded upon collision
fx_type	FxType	Dictates when particles will be created when colliding with object
fx_offset	Vector3D	Offset from center of mass where particles will be created upon collision
fx_system	FxEffect(string)	Effect that will be used upon collision
smash_multiplier	float	Force multiplier when destroying object
break_velocity	Vector3D	Velocity and direction in which the object is destroyed
break_velocity_randomness	float	Randomness of velocity and direction in which the object is destroyed, 0 means that object uses break_velocity without any randomness
break_mode	BreakMode	Dictates how object can be damaged
sparks_on_impact	bool	Dictates whether object creates sparks upon impact

Damage effect

Effect	Description
none	Object doesn't change at all once it's damaged
change_model	Some of the objects change model on collision, those use this
smash	Object is smashed
change_smash	First CHANGE_MODEL, afterwards smash on collision
breakable	Object is breakable normally
breakable_remove	object.dat says: '(ie. never regenerated after destroyed)'

Collision Response

Response	Description
none	Object doesn't respond in any special way
lamppost	Objects acts like an lamp post
small_box	-
big_box	-
fence_part	-
grenade	-
swingdoor	-

lockdoor	-
hanging	-
poolball	-

Fx Type

Type	Description
none	No particles effect played on collision
play_on_hit	Particles effect is played on collision, even if object isn't destroyed
play_on_destroyed	Particles effect is played only once object is destroyed
play_on_hitdestroyed	Particles effect is played both when hit and destroyed

Break Mode

Mode	Description
not_by_gun	not breakable by gun
by_gun	-
smashable	-

Fx Effect

effect	Description
wallbust	-
shootlight	-
puke	Puke effect
explosion_door	-
explosion_crate	Crate break
explosion_barrel	Barrel explosion
blood_heli	Heli cutting peds
tree_hit_palm	-
tree_hit_fir	-
water_swim	Water ripples
water_splsh_sml	-
water_splash_big	-
water_splash	-
water_hydrant	-
tank_fire	-
riot_smoke	-
gunsmoke	Gun smoke when firing
gunflash	Gun flash when firing
explosion_tiny	-
explosion_small	-
explosion_molotov	Molotov explosion
explosion_medium	-
explosion_large	-
explosion_fuel_car	-
exhale	-
camflash	Camera photo flash
prt_wake	Wake on water behind boats