

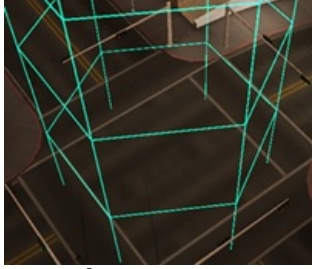
# CreateColCircle

This function creates a collision circle. This is a shape that has a position and a radius and infinite height that you can use to detect a player's presence. Events will be triggered when a player enters or leaves it.

**Tip:** To visualize a colshape when writing scripts, use the client console command **showcol**

## Syntax

```
colshape createColCircle ( float fX, float fY, float radius )
```



example

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

**Method:** *ColShape.Circle(...)*

## Required Arguments

- **fX:** The collision circle's center point's X axis position.
- **fY:** The collision circle's center point's Y axis position.
- **radius:** The radius of the collision circle. Can not be smaller than 0.1.

## Returns

Returns a colshape element if successful, *false* if invalid arguments were passed to the function.