AddColPolygonPoint

This function is used to add a new point to an existing colshape polygon.

Syntax

```
bool addColPolygonPoint ( colshape shape, float fX, float fY [, int index = 0 ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:addPoint(...)*
> **Counterpart**: *removeColPolygonPoint*

Required Arguments

- **shape:** The colshape polygon you wish add a point to.
- **fX:** The X position of the new bound point.
- **fY:** The Y position of the new bound point.

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.

- **index:** The index where the new point will be inserted in the polygon. The points are indexed in order, with 1 being the first bound point. Passing 0 will insert the point as the last one in the polygon.

Returns

Returns *true* if the polygon was changed, *false* if invalid arguments were passed.