CreateColRectangle

This function creates a collision rectangle. This is a shape that has a position and a width and a depth. See Rectangle for a definition of a rectangle. XY marks on the south west corner of the colshape.

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

> **Note:** Attaching a rectangle colshape to another element may give unexpected results as the origin is not at the rectangle centre. Try using a collision circle for attaching instead

Syntax

```
colshape createColRectangle ( float fX, float fY, float fWidth, float fHeight )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ColShape.Rectangle(...)*

Required Arguments

- **fX:** The X position of the collision rectangle's west side.
- **fY:** The Y position of the collision rectangle's south side.
- **fWidth:** The collision rectangle's width.
- **fHeight:** The collision rectangle's height.

Returns

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