

IsInsideColShape

This function checks if a 3D position is inside a colshape or not.

Syntax

```
bool isInsideColShape ( colshape theShape, float posX, float posY, float posZ )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *colshape:isInside(...)*

Required Arguments

- **theShape:** The colshape you're checking the position against.
- **posX:** The X coordinate of the position you're checking.
- **posY:** The Y coordinate of the position you're checking.
- **posZ:** The Z coordinate of the position you're checking.

Returns

Returns *true* if the position is inside the colshape, *false* if it isn't or if any parameters are invalid.