CreateColSphere

This function creates a collision sphere. This is a shape that has a position and a radius. See Wikipedia for a definition of a sphere.

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

Syntax

```
colshape createColSphere ( float fX, float fY, float fZ, float fRadius )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **fX:** The collision sphere's center point's X axis position.
- **fY:** The collision sphere's center point's Y axis position.
- **fZ:** The collision sphere's center point's Z axis position.
- **fRadius:** The collision sphere's radius.

Returns

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