

CreateColCuboid

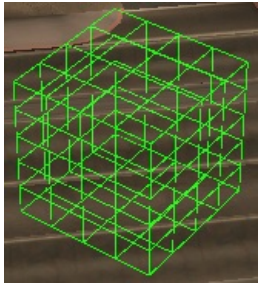
This function creates a collision cuboid. This is a shape that has a position, width, depth and height. See Wikipedia for a definition of a cuboid. The XYZ of the col starts at the southwest bottom corner of the shape.

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

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

Syntax

```
colshape createColCuboid ( float fX, float fY, float fZ, float fWidth, float fDepth, float fHeight )
```



A cuboid created using this function

OOP Syntax Help! I don't understand this!

Method: *ColShape.Cuboid(...)*

Required Arguments

- **fX:** The X position of the collision cuboid's western side.
- **fY:** The Y position of the collision cuboid's southern side.
- **fZ:** The Z position of the collision cuboid's lowest side.
- **fWidth:** The collision cuboid's width.
- **fDepth:** The collision cuboid's depth.
- **fHeight:** The collision cuboid's height.

Returns

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