SetColPolygonHeight

This function is used to change the height of an existing colshape polygon. By default, a colshape polygon is infinitely tall.

Syntax

```
bool setColPolygonHeight( colshape shape, float floor, float ceil )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:setHeight(...)*

Required Arguments

- **shape:** The colshape polygon.
- **floor:** The polygon floor (lowest Z coordinate). Parse *false* to reset this value to 0.
- **ceil:** The polygon ceiling (highest Z coordinate). Parse *false* to reset this value to infinitely tall.

Returns

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