SetColShapeSize

This function is used to set the size of a colshape. Valid types are rectangle, cuboid and tube.

Syntax (Cuboid)

```
bool setColShapeSize ( colshape shape, float width, float depth, float height )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:setSize(...)*
> **Counterpart**: *getColShapeSize*

Required Arguments

- **shape:** The colshape you wish to change the size of.
- **width:** The collision cuboid's width.
- **depth:** The collision cuboid's depth.
- **height:** The collision cuboid's height.

Syntax (Rectangle)

```
bool setColShapeSize ( colshape shape, float width, float height )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:setSize(...)*
> **Counterpart**: *getColShapeSize*

Required Arguments

- **shape:** The colshape you wish to change the size of.
- **width:** The collision rectangle's width.
- **height:** The collision rectangle's height.

Syntax (Tube)

```
bool setColShapeSize ( colshape shape, float height )
```

OOP Syntax Help! I don't understand this!

> **Method**: *colshape:setSize(...)*
> **Counterpart**: *getColShapeSize*

Required Arguments

- **height:** The collision tubes's height.

Returns

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