

CreateColTube

This function creates a collision tube. This is a shape that has a position and a 2D (X/Y) radius and a height. See [Cylinder](#) for a definition of a tube. A tube is similar to a colcircle, except that it has a limited height, this means you can limit the distance above the position defined by (fX, fY, fZ) that the collision is detected.

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

Syntax

```
colshape createColTube ( float fX, float fY, float fZ, float fRadius, float fHeight )
```

OOP Syntax Help! I don't understand this!

Method: *ColShape.Tube(...)*

Required Arguments

- **fX:** The position of the base of the tube's center on the X axis.
- **fY:** The position of the base of the tube's center on the Y axis.
- **fZ:** The position of the base of the tube's center on the Z axis.
- **fRadius:** The collision tube's radius.
- **fHeight:** The collision tube's height.

Returns

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