EngineRestoreModel

This function restores the visual DFF model of the given model ID. This restores the result of engineReplaceModel.

Syntax

```
bool engineRestoreModel ( int modelID )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Engine.restoreModel(...)*

Required Arguments

- **modelID:** The model ID to restore the visuals of

Returns

Returns *true* if the model was successfully restored, *false* or *nil* if it failed for some reason.