

EngineGetModelLODDistance

This function gets the LOD distance for any object / model ID.

Syntax

```
float engineGetModelLODDistance ( int model )
```

OOP Syntax Help! I don't understand this!

Method: *Engine.getModelLODDistance(...)*

Required Arguments

- **model:** The model / object ID number you want to get the LOD distance of.

Returns

Returns a float representing the LOD distance of the model, or *false* if the model argument is incorrect.