EngineSetModelPhysicalPropertiesGroup

This function sets physical properties group id used by given model.

Syntax

```
bool engineSetModelPhysicalPropertiesGroup ( int modelID, int groupID )
```

Required Arguments

- **modelID**: the id of model which you wish to set physical properties group of.
- **groupID**: the id of new physical properties group to be used by given model.

Returns

Returns **true** if there were no issues with group change, otherwise an error is raised