

SetOcclusionsEnabled

This function is used to enable or disable occlusions. Occlusions are used by GTA to enhance performance by hiding objects that are (normally) obscured by certain large buildings. However when `removeWorldModel` is used they may also have the undesired effect of making parts of the map disappear. Disabling occlusions will fix that.

Syntax

```
bool setOcclusionsEnabled ( bool enabled )
```

Required Arguments

- **enabled:** A bool specifying if GTA occlusions should be enabled

Returns

Returns *true* if the setting was set correctly, *false* if invalid arguments were passed.