

Shared function

SetCloudsEnabled

This function will enable or disable clouds. This is useful for race maps which are placed high up as clouds can cause low FPS.

Syntax

```
bool setCloudsEnabled ( bool enabled )
```

Required Arguments

- **enabled:** A boolean value determining if clouds should be shown. Use *true* to show clouds and *false* to hide them.

Returns

Returns *true* if the cloud state was changed succesfully, *false* if an invalid argument was specified.