EngineRequestModel

This function is used to assign the next available model ID to a certain element type.

> **Note:** Before release **1.5.8 r20716** this must be "ped". After release **1.5.8 r20716** this function supports "vehicle" and "object" too.

> **Note:** Vehicle unique features may be unsupported, see issue 1861 for examples and details

> **Important Note:** Unlike some other functions, the side-effects of this function aren't reverted on resource stop, so you must manually call engineFreeModel in onClientResourceStop (Just like the example below does)

Syntax

```
int engineRequestModel ( string elementType [, int parentID ] )
```

Required Arguments

- **elementType**: "ped", "vehicle", "object", "timed-object", "clump"

Optional Arguments

- **parentID**: The ID of the parent model (by default this is: 1337 - objects, 400 - vehicles, 7 - peds, 3425 - clump models, 4715 - timed objects).

> **Important Note:** Here is the parentID limit for each element type:
>
> - **ped**: 0 - 26315
> - **vehicle**: 400 - 611
> - **object**: 615 - 11681
> - **timed-object**: 615 - 11681
> - **clump**: 615 - 11681
>
> If you try to use higher values than the limit, your client may crash.

Returns

Returns an *integer* of the model ID that was available to be assigned to the element type, *false* if no free model ID available or invalid element type. Do not rely on the model numbers returned being consistent across multiple clients or multiple runs of resources. There is no guarantee for the order of the numbers or that the same numbers will always correspond to the same element type. Any patterns are coincidental.