RestoreAllWorldModels

This function allows restoring of all world objects,which were removed with RemoveWorldModel.

Syntax

```
bool restoreAllWorldModels ( )
```

Returns

Returns *true* if the world objects were restored, *false* otherwise.

Requirements

Minimum server version	**1.2.0-9.03618**
Minimum client version	**1.2.0-9.03618**

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g. <min_nrp_version server="1.2.0-9.03618" client="1.2.0-9.03618" />*