EngineReplaceCOL

> **Note:** Please note the loading order that is used in the examples as other orders can cause collisions, textures or the DFF not to load due to technical limitations

This function replaces the collision file of the given model id to the collision file passed. Use engineLoadCOL to load the collision file first.

> **Note:** Collision libraries (.col files containing multiple collision models) are not supported. See COL for details. Object models are supported only (no vehicles or players).

Syntax

```
bool engineReplaceCOL ( col theCol, int modelID )
```

OOP Syntax Help! I don't understand this!

> **Method**: *col:replace(...)*

Required Arguments

- **theCol:** The collision file to replace with
- **modelID:** The model ID whose collision file you want to replace

Returns

Returns *true* if the collision was successfully replaced, *false* or *nil* if the collision could not be replaced for a reason.