EngineFreeModel

This function is used to un-assign the specified model ID from the engineRequestModel assignment.

Syntax

```
bool engineFreeModel ( int modelID )
```

Required Arguments

- **modelID**: the model ID you want to have un-assigned.

Returns

Returns *true* if the model was successfully freed, *false* otherwise.

Remarks

If there are elements created on the game world whose model ID does match the one that you want to release using the engineFreeModel function then their model ID is reset to a well-known default before releasing the internal model data. This is 0 for peds, 1337 for objects and 400 for vehicles. By doing this there are no model data leaks if using the engineFreeModel function while elements are still streamed-in. Creators of custom model systems have to be careful though as custom model IDs should only be released if all elements that use said ID are streamed-out or destroyed.