

EngineSetObjectGroupPhysicalProperty

This function sets physical property of given properties group.

Syntax

```
bool engineSetObjectGroupPhysicalProperty ( int groupID, objectgroup-modifiable property, var newValue )
```

Required Arguments

- **groupID**: the id of physical properties group which you wish to set a property of.
- **objectgroup-modifiable**: the property which you wish to set, as per table below.
- **newValue**: new value of the property, with proper type as specified in table below

Returns

Returns **true** if everything went well, error is raised otherwise.

Properties

Physical properties

Property	Type	Description
mass	float	Mass of an object
air_resistance	float	Air resistance of an object
elasticity	float	Elasticity of an object
buoyancy	float	Buoyancy of an object
uproot_limit	float	How much force is needed to uproot the object
col_damage_multiplier	float	Force multiplier used when colliding with object
col_damage_effect	DamageEffect	Dictates which damage effect is applied to object on collision
special_col_response	CollisionResponse	Dictates how object responds to being collided with
avoid_camera	bool	Dictates whether camera passes throught the object
cause_explosion	bool	Dictates whether objects exploded upon collision
fx_type	FxType	Dictates when particles will be created when colliding with object
fx_offset	Vector3D	Offset from center of mass where particles will be created upon collision
fx_system	FxEffect(string)	Effect that will be used upon collision
smash_multiplier	float	Force multiplier when destroying object
break_velocity	Vector3D	Velocity and direction in which the object is destroyed
break_velocity_randomness	float	Randomness of velocity and direction in which the object is destroyed, 0 means that object uses break_velocity without any randomness
break_mode	BreakMode	Dictates how object can be damaged
sparks_on_impact	bool	Dictates whether object creates sparks upon impact

Damage effect

Effect	Description
none	Object doesn't change at all once it's damaged
change_model	Some of the objects change model on collision, those use this
smash	Object is smashed
change_smash	First CHANGE_MODEL, afterwards smash on collision
breakable	Object is breakable normally
breakable_remove	object.dat says: '(ie. never regenerated after destroyed)'

Collision Response

Response	Description
none	Object doesn't respond in any special way
lamppost	Objects acts like an lamp post
small_box	-
big_box	-
fence_part	-
grenade	-

- swingdoor -
- lockdoor -
- hanging -
- poolball -

Fx Type

Type	Description
none	No particles effect played on collision
play_on_hit	Particles effect is played on collision, even if object isn't destroyed
play_on_destroyed	Particles effect is played only once object is destroyed
play_on_hitdestroyed	Particles effect is played both when hit and destroyed

Break Mode

Mode	Description
not_by_gun	not breakable by gun
by_gun -	
smashable -	

Fx Effect

effect	Description
wallbust	-
shootlight	-
puke	Puke effect
explosion_door	-
explosion_crate	Crate break
explosion_barrel	Barrel explosion
blood_heli	Heli cutting peds
tree_hit_palm	-
tree_hit_fir	-
water_swim	Water ripples
water_splsh_sml	-
water_splash_big	-
water_splash	-
water_hydrant	-
tank_fire	-
riot_smoke	-
gunsmoke	Gun smoke when firing
gunflash	Gun flash when firing
explosion_tiny	-
explosion_small	-
explosion_molotov	Molotov explosion
explosion_medium	-
explosion_large	-
explosion_fuel_car	-
exhale	-
camflash	Camera photo flash
prt_wake	Wake on water behind boats

Requirements

Minimum server version	n/a
Minimum client version	1.5.7-9.19626

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 client="1.5.7-9.19626" />`