

# EngineResetModelLODDistance

This function resets the LOD distance for an object / model ID.

## Syntax

```
bool engineResetModelLODDistance ( int model )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *Engine.resetModelLODDistance(...)*

## Required Arguments

- **model:** The model / object ID number you want to reset the LOD distance of.

## Returns

Returns *true* if the LOD distance was reset to default, or *false* if the model argument is incorrect, or the LOD distance hasn't been changed.