# ${\bf Engine Set Model Flag}$

## ADDED/UPDATED IN VERSION 1.6.0 r21695:

This function changes specific model flag.

# **Syntax**

boolean engineSetModelFlag( int modelID, string flagName, bool state )

### **Required Arguments**

• modelID: ID of the model you want to set flag.

• flagName: flag name.

• state: flag state.

#### **Returns**

Returns boolean with flag state, throws an error otherwise.