

EngineGetModelPhysicalPropertiesGroup

This function gets physical properties group id used by given model.

Syntax

```
int engineGetModelPhysicalPropertiesGroup ( int modelID )
```

Required Arguments

- **modelID**: the id of model which you wish to get physical properties group of.

Returns

Returns **id** of physical properties group that requested model uses, in range of *0-159*, if the object doesn't have a group assigned, *-1* is returned. If passed arguments were wrong, error is triggered.