

EngineReplaceModel

This function replaces the given model ID with the model contained in a DFF file loaded by engineLoadDFF. This function supports vehicles, objects, peds and players but not CJ clothing and body parts.

To replace weapon models you must use their object IDs, not weapon IDs. There is a weapon model list available at weapons.

Note:

- Please note the loading order that is used in the examples as other orders can cause collisions, textures or the DFF not to load due to technical limitations.
- Default GTA map objects behave inconsistently when using this function on them. If you want to replace models in the original GTA map, use one of the methods shown here.
- A raw data DFF element can only be used once, because the underlying memory for the model is released after replacement.
- If the replacement model is broken and the original model is not loaded/streamed-in at the time of replacement, this function will succeed and you won't see any error message, neither when the model replacement fails once the original model starts to load/stream-in.

Syntax

```
bool engineReplaceModel ( dff theModel, int modelID [, bool alphaTransparency = false ] )
```

OOP Syntax Help! I don't understand this!

Method: *dff.replace(...)*

Required Arguments

- **theModel:** The model to replace the given model ID with
- **modelID:** The model it to replace the model of

Optional Arguments

- **alphaTransparency:** Set to true if model uses semi-transparent textures, e.g. windows. This will ensure other objects behind the semi-transparent textures are rendered correctly. (Can slightly impact performance, so only set when required)

Returns

Returns *true* if the model was successfully replaced, *false* if it failed for some reason, ie. the DFF or the model ID is not valid.