GetOcclusionsEnabled

This function is used to get "occlusions enabled" state.

> **Note:** Occlusions are used by GTA to enhance performance by hiding objects that are (normally) obscured by certain large buildings. However when removeWorldModel is used they may also have the undesired effect of making parts of the map disappear. Disabling occlusions will fix that.

Syntax

```
bool getOcclusionsEnabled ( )
```

Returns

Returns *true* if occlusions are enabled, or *false* otherwise.