

Client-side function

# ResetVehiclesLODDistance

Resets the distance of vehicles LOD to default. Default values depends on client setting. If client has enabled *high detail vehicles* in video options, value will be reset to (500, 500) - otherwise to (70, 150). You can check value of this option using dxGetStatus (*SettingHighDetailVehicles*).

## Syntax

```
bool resetVehiclesLODDistance ( )
```

## Returns

Returns true if the vehicles LOD distance was reset, false otherwise.