

RemoveWorldModel

This function is used to remove a world object.

Syntax

```
bool removeWorldModel ( int modelID, float radius, float x, float y, float z [, int interior = -1 ] )
```

Required Arguments

- **modelID:** A whole integer specifying the GTASA object model ID.
- **radius:** A floating point number representing the radius that will be eliminated.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

Optional Arguments

- **interior:** The interior ID to apply the removal to. Some objects in interior 13 show in all interiors so if you want to remove everything in interior 0 also remove everything in interior 13. A value of -1 here will affect all interiors.

Returns

Returns *true* if the object was removed, *false* if invalid arguments were passed.

Requirements

Minimum server version	1.2.0-9.03618
Minimum client version	1.2.0-9.03618

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g.* `<min_nrp_version server="1.2.0-9.03618" client="1.2.0-9.03618" />`