EngineSetModelVisibleTime

This function changes model visibility time, this is used for example for building lights being shown after 23:00.

Syntax

```
bool engineSetModelVisibleTime ( int modelID, int timeOn, int timeOff )
```

Required Arguments

- **modelID**: The ID of the model.
- **timeOn**: Value between 0 and 24 that states when the model should appear.
- **timeOff**: Value between 0 and 24 that states when the model should disappear.

Returns

Returns *true* if the change was successful, *false* otherwise.