SetVehiclesLODDistance

Sets the distance of vehicles LOD.

Syntax

```
bool setVehiclesLODDistance(float vehiclesDistance [, float trainsAndPlanesDistance = vehiclesDistance * 2.14])
```

Required Arguments

- **vehiclesDistance:** general distance used for most vehicles, this value is clamped to 0 – 500

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **trainsAndPlanesDistance:** distance used for trains and planes, this value is clamped to 0 – 500

Returns

This function returns *true* if arguments are valid. Returns *false* otherwise.