

EngineSetModelFlags

ADDED/UPDATED IN VERSION 1.6.0 r21695:

This function changes model flags.

Syntax

`boolean engineSetModelFlags(int modelID, int flags [, bool ideFlags])`

OOP Syntax [Help! I don't understand this!](#)

Method: *Engine.setModelFlags(...)*

Required Arguments

- **modelID:** ID of the model you want to change.
- **flags:** flags.

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.

- **ideFlags:** use IDE flag format.

Returns

Returns *true* if model flags was successfully changed, *false* otherwise.