

EngineRestoreCOL

This function restores the original collision model of the given model ID. Reverses the effect of engineReplaceCOL.

Syntax

```
bool engineRestoreCOL ( int modelID )
```

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

Method: *Engine.restoreCOL(...)*

Required Arguments

- **modelID:** The ID of the model to restore the model of

Returns

Returns *true* if this function succeeds, *false* or *nil* if it fails for some reason.