SetInteriorFurnitureEnabled

This function toggles furniture generation in interiors with the specified room ID.

Syntax

```
bool setInteriorFurnitureEnabled ( int roomID, bool enabled )
```

Required Arguments

- **roomID:** The room type which you want disable or enable the furniture in:
  - **0**: shop
  - **1**: office
  - **2**: lounge
  - **3**: bedroom
  - **4**: kitchen
- **enabled**: A bool representing whether the interior furniture is enabled or disabled.

Returns

Returns *true* if successful, *false* otherwise.