

RestoreWorldModel

This function allows restoring of world object, which was removed with RemoveWorldModel.

Syntax

```
bool restoreWorldModel ( int modelID, float radius, float x, float y, float z [, int iInterior = -1 ] )
```

Required Arguments

- **modelID:** A whole integer specifying the GTASA object model ID.
- **radius:** A floating point number representing the radius that will be eliminated.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

- **iInterior:**

Returns

Returns *true* if the world object was restored, *false* otherwise.

Requirements

| | |
|------------------------|---------------|
| Minimum server version | 1.2.0-9.03618 |
| Minimum client version | 1.2.0-9.03618 |

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g.* `<min_nrp_version server="1.2.0-9.03618" client="1.2.0-9.03618" />`