Client-side function

EngineLoadTXD

> **Note:** Please note the loading order that is used in the examples as other orders can cause collisions, textures or the DFF not to load due to technical limitations

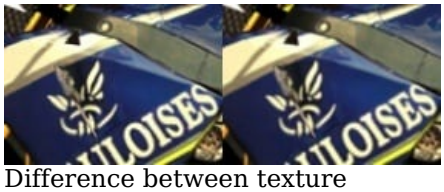
This function loads a RenderWare Texture Dictionary (TXD) file into GTA. The texture dictionary can then be used to provide textures.

This is a client side function. Be sure to transfer your TXD file by including it in the meta file.

> **Tip:** Do your TXD files take megabytes of disk space? You can read some tips on reducing the size of TXD files to compress them without ruining texture quality.

Syntax

```
txd engineLoadTXD ( string txd_file / string raw_data [, bool filteringEnabled = true ] )
```


Difference between texture filtering modes (left = filtering disabled, right = filtering enabled).

OOP Syntax Help! I don't understand this!

Method: *EngineTXD(...)*

Required Arguments

- **txd_file / raw_data:** The filepath to the TXD file you want to load or whole data buffer of the TXD file.

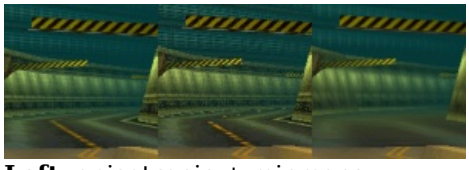
Optional Arguments

- **filteringEnabled:** Whether to enable texture filtering.

Returns

Returns a TXD if the file was loaded, *false* otherwise.

Remarks


Left: anisotropic + mipmaps;
Middle: filteringEnabled = true;
Right:: linear interpolation + mipmaps without anisot

The **filteringEnabled** property overrides the filtering modes in each texture of the TXD with point filtering. It also sets the uAddressing and vAddressing to WRAP. If textures come with mipmaps then they are disabled which is especially visible without *anisotropic filtering*. It is recommended to set *filteringEnabled* to false if the TXD was created with mipmaps (the filtering mode can be changed in a TXD editor).