EngineFreeTXD

> **ADDED/UPDATED IN VERSION 1.6.0 r22190:**
> This function is used to un-assign the specified TXD ID from the engineRequestTXD assignment.

Syntax

```
bool engineFreeTXD ( int txdID )
```

Required Arguments

- **txdID**: the TXD ID you want to have un-assigned.

Returns

Returns *true* if the TXD was successfully freed, *false* otherwise.