EngineImageGetFilesCount

This function returns the number of files an IMG file has.

Syntax

```
int engineImageGetFilesCount ( img imgArchive )
```

OOP Syntax Help! I don't understand this!

> **Method**: *img:getFilesCount(...)*
> **Variable**: *.filesCount*

Required Arguments

- **imgArchive:** the IMG archive handler

Returns

Returns an *int* with the number of files.