Client-side function

DxGetTexturePixels

This function fetches the pixels from a texture element. It can be used with a standard texture, render target or screen source.

> **Important Note:** dxGetTexturePixels will not work on a screen source or render target if the player has disabled screen upload.

> **Note:**
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> - This function is slow and not something you want to be doing once a frame.
> - It is slower when reading pixels from a render target or screen source.
> - And is very slow indeed if the texture format is not **'argb'** (unless the native '**dds**' format is used with correct options).

Syntax

```
string dxGetTexturePixels ( [ int surfaceIndex = 0, ] element texture [, string pixelsFormat = "plain" [, string textureForma
t = "unknown"] [, bool mipmaps = true] ] [, int x = 0, int y = 0, int width = 0, int height = 0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *texture:getPixels(...)*

Required Arguments

- **texture :** The texture element to get the pixels from

Optional Arguments

- **surfaceIndex:** Desired slice to get if the texture is a volume texture, or desired face to get if the texture is a cube map. (Cube map faces: 0=+X 1=-X 2=+Y 3=-Y 4=+Z 5=-Z)

ADDED/UPDATED IN VERSION 1.6.0 r22185:

- **pixelsFormat:** "plain", "dds"
- **textureFormat:** A string representing the desired texture format for "**dds**" pixels, which can be one of:
  - **"unknown"**: Determined automatically based on texture format (default).
  - **"argb"**: ARGB uncompressed 32 bit color.
  - **"dxt1"**: DXT1 compressed - Can take a fraction of a second longer to create (unless the texture is already in DXT1). Uses 8 times less video memory than ARGB and *can speed up drawing*. Quality not as good as ARGB. *It supports alpha blending, but it can only be on or off, that is: either 0 or 255.*
  - **"dxt3"**: DXT3 compressed - Can take a fraction of a second longer to create (unless the texture is already in DXT3). Uses 4 times less video memory than ARGB and *can speed up drawing*. Quality slightly better than DXT1 and supports crisp alpha blending.
  - **"dxt5"**: DXT5 compressed - Can take a fraction of a second longer to create (unless the texture is already in DXT5). Uses 4 times less video memory than ARGB and *can speed up drawing*. Quality slightly better than DXT1 and supports smooth alpha blending.
- **mipmaps:** True to create a mip-map chain for "**dds**" pixels so the texture looks good when drawn at various sizes.

By default the pixels from the whole texture is returned. To get only a portion of the texture, define a rectangular area using all four of these optional arguments:

- **x:** Rectangle left position
- **y:** Rectangle top position
- **width:** Rectangle width
- **height :** Rectangle height

Returns

Returns pixels string if successful, *false* if invalid arguments were passed to the function.