

EngineGetVisibleTextureNames

This function returns a list of the world textures which are being used to draw the current scene.

Syntax

```
table engineGetVisibleTextureNames ( [ string nameFilter = "*", string modelId = "" ] )
```

OOP Syntax Help! I don't understand this!

Method: *Engine.getVisibleTextureNames(...)*

Optional Arguments

- **nameFilter:** Only include textures that match the wildcard string.
- **modelId :** Only include textures that are used by the model id (or model name)

Returns

Returns a table of texture names.