

SetElementStreamable

This function can be used to disable streaming for an element. This will make sure the element is not virtualized (streamed out from GTA) when the player moves far away from it. This function only works in elements with a physical representation in the world (entities), such as players, peds, vehicles and objects.

Tip: Always use this function with caution. Not doing so can cause the following problems:

- There is a limit of elements that can be streamed in safely for every GTA entity type. If you bypass said limit by using this function, the client can experience problems of disappearing objects and instability when trying to stream in new elements of that type.
- In general, if you disable too many elements (of the same type or not) to stream out, GTA will always try to render them, so it can cause a noticeable FPS drop.

Syntax

```
bool setElementStreamable ( element theElement, bool streamable )
```

OOP Syntax Help! I don't understand this!

Method: *element:setStreamable(...)*

Variable: *.streamable*

Counterpart: *isElementStreamable*

Required Arguments

- **theElement:** The element you wish to set the streaming of
- **streamable:** *true* if this element should stream in/out like normal, *false* if it should always be streamed in.

Returns

Returns whether the element could be set to be streamable.