

# EngineLoadIFP

This function loads an animation library (IFP) file into GTA with a custom block name. All three IFP formats are supported ANPK, ANP2, and ANP3. Unfortunately, GTA 3 animations are not supported, however, you can load GTA:VC IFP files using this function. You don't have to replace any animation to play a custom one, to play a custom animation, load the IFP file using this function, then use setPedAnimation.

If you wish to replace a GTA internal animation with a custom one, you can use engineReplaceAnimation. To unload the IFP file, use destroyElement, restarting or stopping the resource can also unload the IFP file automatically.

## Syntax

```
ifp engineLoadIFP ( string ifp_file / string raw_data, string custom_block_name )
```

## Required Arguments

- **ifp\_file / raw\_data:** the filepath to the IFP file you want to load or whole data buffer of the IFP file.
- **custom\_block\_name:** the new block name for the IFP file. You cannot use the GTA default internal block names. **You should namespace this name** using a string like *resource.blockname*

## Returns

Returns an IFP element if the IFP file loaded, *false* otherwise.

**Tip:** If you want to synchronize animations, you can check [ifp\_demo] resource