EngineSetAsynchronousLoading

This function enables or disables asynchronous model loading. Enabling asynchronous model loading may reduce the small pauses that occur when a new model is displayed for the first time. However, it can cause the new models to appear slightly later than they might have otherwise.

> **Warning:** Using this function with a large amounts of engineReplace* at the same time may cause loading times to be exponentially slower.

Syntax

```
bool engineSetAsynchronousLoading ( bool enable, bool force )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *Engine.setAsynchronousLoading(...)*

Required Arguments

- **enable:** Set to true/false to enable/disable asynchronous loading. Only works if the client's preferences has 'Asynchronous Loading' set to 'Auto'.
- **force:** If set to true, ignores the client's preferences.

Returns

Returns *true* if the function executed successfully, *false* otherwise.