EngineImageLinkTXD

> **ADDED/UPDATED IN VERSION 1.6.0 r21695:**
> This function links TXD file with an IMG container.

Syntax

```
boolean engineImageLinkTXD ( img img_file, string file_path, int txdID )
```

OOP Syntax Help! I don't understand this!

> **Method**: *img:linkTXD(...)*

Required Arguments

- **img_file**: The IMG file you want to link.
- **file_path**: Path to the TXD file you want to link.
- **txdID**: ID of the texture dictionary you want to link to. Use engineGetModelTXDID or engineRequestTXD to get this value.

Returns

Returns *true* if IMG file was successfully linked, *false* otherwise.