EngineImportTXD

> **Note:** Please note the loading order that is used in the examples as other orders can cause collisions, textures or the DFF not to load due to technical limitations

This function imports (adds) a loaded RenderWare Texture Dictionary into a specific model. This is necessary in order for the DFF loader to find any new textures. Please **call this function before loading the DFF model file**, in order to allow the DFF loading process to find the new textures. This function can also replace default GTA textures, so that it becomes possible to e.g. put custom images on existing billboards. Ped and weapon textures are also supported.

See here for tips on reducing the size of TXD files.

- CJ clothing component textures can be replaced by using the ids listed on this page

Syntax

```
bool engineImportTXD ( txd texture, int model_id )
```

OOP Syntax Help! I don't understand this!

> **Method**: *txd:import(...)*

Required Arguments

- **texture:** The TXD that was loaded with engineLoadTXD
- **model_id:** The model id to import the TXD into

Returns

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