

DxSetTestMode

This function is used for testing scripts written using `guiCreateFont`, `dxCreateFont`, `dxCreateShader` and `dxCreateRenderTarget`.

Each one of the 3 test modes should be used in turn to help highlight any potential problems.

Syntax

```
bool dxSetTestMode ( string testMode )
```

Required Arguments

- **testMode** : The test mode to be set. It can be one of the following values:
 - **none** : Test mode disabled
 - **no_mem**: Simulate no free video memory available for NRP.
 - **low_mem**: Simulate little free video memory available for NRP.
 - **no_shader**: Simulate shaders failing validation.

Returns

Returns *true* if the test mode was successfully set, *false* otherwise.