

DxCreateScreenSource

This function creates a screen source, which is a special type of texture that contains the screen as rendered by GTA

Note that successful screen source creation is not guaranteed, and may fail due to hardware or memory limitations. You should always check to see if this function has returned false.

Syntax

element dxCreateScreenSource (int width, int height)

OOP Syntax Help! I don't understand this!

Method: *DxScreenSource(...)*

Required Arguments

- **width :** The width of the texture in pixels.
- **height :** The height of the texture in pixels.

Returns

Returns a texture element if successful, *false* if invalid arguments were passed to the function.