

EngineRemoveShaderFromWorldTexture

This function removes a shader from one or more world textures.

Syntax

```
bool engineRemoveShaderFromWorldTexture ( element shader, string textureName [, element targetElement = nil ] )
```

OOP Syntax Help! I don't understand this!

Method: *shader:removeFromWorldTexture(...)*

Required Arguments

- **shader:** The shader which is to be removed
- **textureName:** The name of the world texture to remove the shader from. It should be exactly the same string as used with `engineApplyShaderToWorldTexture` when the shader was initially applied.

Optional Arguments

- **targetElement:** The element to remove the shader from. It should be the same element as used with `engineApplyShaderToWorldTexture` when the shader was initially applied.

Returns

Returns *true* if the shader was successfully removed, *false* otherwise.