

EngineLoadIMG

ADDED/UPDATED IN VERSION 1.6.0 r21708:

This function loads an IMG container into GTA. **Only 2 IMG archives can be loaded into GTA**

Note:

If you're experiencing crashes/game hangs with default values, try to adjust memory/buffer/cache sizes with `engineStreamingSetMemorySize`, `engineStreamingSetBufferSize` and/or `engineStreamingSetModelCacheLimits`.

Syntax

`img engineLoadIMG (string img_file)`

OOP Syntax [Help! I don't understand this!](#)

Method: *EngineIMG(...)*

Required Arguments

- **img_file:** The filepath to the IMG file you want to load.

Returns

Returns an IMG element if the IMG file loaded, *false* otherwise.