DownloadFile

This function ensures the requested resource file is correct and then triggers onClientFileDownloadComplete. If the file has been previously downloaded and the CRC matches, the file will not be downloaded again but onClientFileDownloadComplete will still run. The **file** should also be included in the resource meta.xml with the **download** attribute set to "false", see meta.xml for more details.

> **Tip:** If you are only using downloadFile to download mod files after other resources, then do not use downloadFile, and instead set
> '<download_priority_group>-1</download_priority_group>' in the resource meta.xml

> **Note:** This function may cause performance issues with client and/or server.

> **Tip:** Avoid using fileExists before calling downloadFile. Always call downloadFile and handle the result in onClientFileDownloadComplete

Syntax

```
bool downloadFile ( string fileName )
```

Required Arguments

- **fileName**: A string referencing the name of the file to download

Returns

Returns *true* if file download has been queued, *false* otherwise.