

EngineRequestTXD

ADDED/UPDATED IN VERSION 1.6.0 r22190:

This function is used to register the next available TXD ID.

Syntax

int engineRequestTXD (string name)

Required Arguments

- **name:** TXD name string up to 24 characters.

Returns

Returns an *integer* of the TXD ID that was available to be assigned to game models, *false* if no free TXD ID available. Do not rely on the id numbers returned being consistent across multiple clients or multiple runs of resources. There is no guarantee for the order of the numbers.