

# EngineGetModelTextures

This function allows you to get the textures of any model.

## Syntax

```
table engineGetModelTextures( string/int modelName/modelID [, string/table textureNames ] )
```

## Required Arguments

- **model:** either the model ID or model name.

## Optional Arguments

- **textureNames:** Only return textures with specified name(s). You can provide a single string or a table of strings. Wildcard matching e.g. "ro?ds\*" can be used.

## Returns

Returns a table of texture elements [textureName, texture], **false** otherwise.