EngineAddImage

> **ADDED/UPDATED IN VERSION 1.6.0 r21695:**
> This function adds an IMG file container to GTA streamer. After this GTA will asynchronously load models from IMG. **Only two additional archives can be enabled once**

Syntax

```
boolean engineAddImage ( img imgArchive )
```

OOP Syntax Help! I don't understand this!

> **Method**: *img:add(...)*

Required Arguments

- **imgArchive**: The IMG file you want to add to GTA world.

Returns

Returns true if the IMG element was successfully added, *false* otherwise.