

DxUpdateScreenSource

This function updates the contents of a screen source texture with the screen output from GTA

Syntax

```
bool dxUpdateScreenSource ( element screenSource [, bool resampleNow = false ] )
```

OOP Syntax Help! I don't understand this!

Method: *DxScreenSource:update(...)*

Required Arguments

- **screenSource:** The screen source element whose pixels we want to fill with the screen capture

Optional Arguments

- **resampleNow:** A bool to indicate if the screen should be captured immediately. The default is *false* which means the screen from the end of the previous frame is used (better for performance and consistency). Use *true* for layering fullscreen effects.

Returns

Returns *true* if the screen was successfully captured, *false* otherwise.