SetDiscordRichPresenceAsset

> **Important Note:** To use this function, you must set up your own application setDiscordApplicationID

ADDED/UPDATED IN VERSION 1.6.0 r22270:

Using this function you can set the large image asset of the application. The maximum size of assets is *1024x1024*, the minimum is *512x512*.

Syntax

```
bool setDiscordRichPresenceAsset(string assetImage, string text)
```

OOP Syntax Help! I don't understand this!

> **Method**: *DiscordRPC:setAsset(...)*

Required arguments

- **assetImage**: a string containing the key of the image you uploaded to your application's asset list.
- **text**: a string to be displayed when someone hovers over the large image asset in Discord.

Returns

Returns *true* if function succeeds, *false* otherwise.