

EngineGetModelTextureNames

This function returns a table of the world textures which are applied to the specified model.

Syntax

```
table engineGetModelTextureNames([string modelId = ""])
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Engine.getModelTextureNames(...)*

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **modelId** : You can either use the model id or the model name.

Returns

Returns a table if this function succeeds, false if it fails for some reason.