EngineStreamingFreeUpMemory

This function frees up the streaming RAM memory.

> **Note:** This function isn't accurate. The function works more like *try to free up at least this amount of bytes*. It usually ends up freeing everything that isn't currently needed (which, depending on the scenery might be 1-200 megabytes).

Syntax

```
bool engineStreamingFreeUpMemory ( int bytes )
```

Required Arguments

- **bytes:** The amount of RAM to be freed up in bytes.

Returns

- Returns *true* if the function has succeeded, *false* otherwise.