

# GetVehicleUpgradeSlotName

This function returns the name of an upgrade slot name (e.g. roof, spoiler).

## Syntax

There are two ways of using this function, the parameter can either be the slot ID (0 to 16) or an upgrade ID (1000 to 1193)

```
string getVehicleUpgradeSlotName ( int slot/upgrade )
```

## Required Arguments

- **slot/upgrade:** the slot ID or corresponding upgrade ID of which you want the name.
  - **0:** Hood
  - **1:** Vent
  - **2:** Spoiler
  - **3:** Sideskirt
  - **4:** Front Bullbars
  - **5:** Rear Bullbars
  - **6:** Headlights
  - **7:** Roof
  - **8:** Nitro
  - **9:** Hydraulics
  - **10:** Stereo
  - **11:** Unknown
  - **12:** Wheels
  - **13:** Exhaust
  - **14:** Front Bumper
  - **15:** Rear Bumper
  - **16:** Misc

## Returns

Returns a *string* with the slot name if a valid slot or upgrade ID was given, *false* otherwise.