

GetBodyPartName

This function is used to get the name of a body part on a player.

Syntax

```
string getBodyPartName ( int bodyPartID )
```

Required Arguments

- **bodyPartID**: An integer representing the body part ID you wish to retrieve the name of.

- **3**: Torso
- **4**: Ass
- **5**: Left Arm
- **6**: Right Arm
- **7**: Left Leg
- **8**: Right Leg
- **9**: Head

Returns

This function returns a string containing the body part name if the ID is valid, *false* otherwise.