

AddPedClothes

Note: This function only works with peds using CJ skin (ID 0).

This function is used to set the current clothes on a ped.

Syntax

```
bool addPedClothes ( ped thePed, string clothesTexture, string clothesModel, int clothesType )
```



CJ with a shirt.

OOP Syntax Help! I don't understand this!

Method: *ped:addClothes(...)*

Counterpart: *getPedClothes*

Required Arguments

- **thePed:** The ped whose clothes you want to change.
- **clothesTexture:** A string determining the clothes texture that will be added. See the clothes catalog.
- **clothesModel:** A string determining the clothes model that will be added. See the clothes catalog.
- **clothesType:** A integer representing the clothes slot/type the clothes should be added to. See the clothes catalog.

Returns

This function returns *true* if the clothes were successfully added to the ped, *false* otherwise.