

RemovePedClothes

This function is used to remove the current clothes of a certain type on a ped. It will remove them if the clothesTexture and clothesModel aren't specified, or if they match the current clothes on that slot.

Syntax

```
bool removePedClothes ( ped thePed, int clothesType [, string clothesTexture, string clothesModel ] )
```

OOP Syntax Help! I don't understand this!

Method: *ped:removeClothes(...)*

Required Arguments

- **thePed:** The ped you want to remove clothes from.
- **clothesType:** the clothes slot/type to remove. See the clothes catalog.

Optional Arguments

- **clothesTexture:** (Server only) A string determining the clothes texture that will be removed. See the clothes catalog.
- **clothesModel:** (Server only) A string determining the clothes model that will be removed. See the clothes catalog.

Returns

This function returns *true* if the clothes were successfully removed from the ped, *false* otherwise.