SetElementModel

Sets the model of a given element. This allows you to change the model of a player (or ped), a vehicle or an object.

Syntax

```
bool setElementModel ( element theElement, int model )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:setModel(...)*
> **Variable**: *.model*
> **Counterpart**: *getElementModel*

Required Arguments

- **theElement:** the element you want to change.
- **model:** the model ID to set.
  - For players/peds: A GTASA player model (skin) ID. See Character Skins.
  - For vehicles: The vehicle ID of the vehicle being changed.
  - For objects/projectiles/weapons: An int specifying the model id.

Returns

Returns *true* if successful, *false* otherwise.