

GetElementModel

Returns the model ID of a given element. This can be a player/ped skin, a pickup model, an object model or a vehicle model.

Syntax

```
int getElementModel ( element theElement )
```

OOP Syntax Help! I don't understand this!

Method: *element:getModel(...)*

Variable: *.model*

Counterpart: *setElementModel*

Required Arguments

- **theElement:** the element to retrieve the model ID of.

Returns

Returns the model ID if successful, *false* otherwise.

- For players/peds: A GTASA player model (skin) ID. See Character Skins.
- For vehicles: The vehicle ID of the vehicle.
- For objects: An int specifying the model id.