GetClothesByTypeIndex

This function is used to get the texture and model of clothes by the clothes type and index. (Scans through the list of clothes for the specific type).

Syntax

string string getClothesByTypeIndex (int clothesType, int clothesIndex)

Required Arguments

• **clothesType**: An integer representing the clothes slot/type to scan through.

Clothing Types

- 0: SHIRT
- 1: HEAD
- 2: TROUSERS
- 3: SHOES
- 4: TATTOOS LEFT UPPER ARM
- 5: TATTOOS LEFT LOWER ARM
- 6: TATTOOS RIGHT UPPER ARM
- 7: TATTOOS_RIGHT_LOWER_ARM
- 8: TATTOOS BACK
- 9: TATTOOS LEFT CHEST
- 10: TATTOOS_RIGHT_CHEST
- 11: TATTOOS_STOMACH
- 12: TATTOOS LOWER BACK
- 13: NECKLACE
- **14:** WATCH
- 15: GLASSES
- 16: HAT
- 17: EXTRA
- **clothesIndex**: An integer representing the index (0 based) set of clothes in the list you wish to retrieve. Each type has a different number of valid indexes.

Returns

This function returns 2 strings, a texture and model respectively, *false* if invalid arguments were passed to the function.