GetPedClothes

This function is used to get the current clothes texture and model of a certain type on a ped.

Syntax

```
string, string getPedClothes ( ped thePed, int clothesType )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getClothes(...)*
Counterpart: *addPedClothes*

Required Arguments

- **thePed:** The ped whose clothes you want to retrieve.
- **clothesType:** The type/slot of clothing you want to get.

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

Returns

This function returns 2 strings, the clothes texture and model. The first return value will be *false* if this player's clothes type is empty or an invalid player was specified.