setPlayerModel

From Mafia2-Online

Description

This function is used to set the players model.

Parameters

(int playerid, string model)	
int playerid	The ID of the player
string model	The model name to set

Example

```
?
1  addCommandHandler( "setskin",
2      function( playerid, skin )
3      {
4          setPlayerModel( playerid, skin );
5      }
6  );
```

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