setPlayerHandModel

From Mafia2-Online

Description

This function is used to put a model in a player hand

Parameters

```
(int playerid, int hand, int model)
```

int playerid	The ID of the player
int hand	The Id of the hand
int model	The model to attach to hand

Example

```
?
1  addCommandHandler( "sethand",
2      function( playerid)
3      {
4          setPlayerHandModel(playerid, 1, 30); // Little torchlight
5      }
6  );
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=SetPlayerHandModel&oldid=646"

- This page was last modified on 17 February 2016, at 22:40.