

getObjTexture



Introduced in	
Version:	1.18
Description	
Description:	Gets the texture name for a hidden selection.
Syntax	
Syntax:	object getObjTexture selection
Parameters:	<ul style="list-style-type: none">object: Object - Object to check.selection: Number or String - Either index or name of hidden selection
Return Value:	String - Path to texture used (or Procedural Textures).
Examples	
Examples:	<pre>_texture = player getObjTexture 0 _texture = player getObjTexture "swap_clothes"</pre>
Additional Information	
See also:	setObjectTexture , setObjectTextureGlobal , setComponentDecal
Multiplayer:	
Problems:	

Notes