

GetResourceFromName

This function is used to retrieve a resource from its name. A resource's name is the same as its folder or file archive name on the server (without the extension).

Syntax

```
resource getResourceFromName ( string resourceName )
```

OOP Syntax Help! I don't understand this!

Note: *This function is a static function underneath the Resource class. OOP function available client side*

Method: *Resource.getFromName(...)*

Required Arguments

- **resourceName:** the name of the resource you wish to get.

Returns

Returns the resource with the specified name, or *false* if no resource of that name exists. Note that clientside this will also return *false* for resources that are in the *loaded* state, since the client is unaware of resources that have not been started.