

SetPlayerMoney

Sets a player's money to a certain value, regardless of current player money. It should be noted that setting negative values does not work and in fact gives the player large amounts of money.

Note: Using this function client side (not recommended) will not change a players money server side.

Syntax

Server

```
bool setPlayerMoney ( player thePlayer, int amount [, bool instant = false ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *player.setMoney(...)*
Variable: *.money*
Counterpart: *getPlayerMoney*

Required Arguments

- **thePlayer:** Which player to set the money of.
- **amount:** A whole integer specifying the new amount of money the player will have.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **instant:** If set to *true* money will be set instantly without counting up/down like in singleplayer.

Client

```
bool setPlayerMoney ( int amount [, bool instant = false ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Player.setMoney(...)*
Counterpart: *getPlayerMoney*

Required Arguments

- **amount:** A whole integer specifying the new amount of money the local player will have.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **instant:** If set to *true* money will be set instantly without counting up/down like in singleplayer.

Returns

Returns *true* if the money was added, or *false* if invalid parameters were passed.