

GetAccountPlayer

This function returns the player element that is currently using a specified account, i.e. is logged into it. Only one player can use an account at a time.

Syntax

```
player getAccountPlayer ( account theAccount )
```

OOP Syntax Help! I don't understand this!

Method: *account:getPlayer(...)*

Variable: *.player*

Required Arguments

- **theAccount:** The account you wish to get the player of.

Returns

Returns a player element if the account is currently in use, *false* otherwise.