

# AclGroupListObjects

This function returns a table over all the objects that exist in a given ACL group. These are objects like players and resources.

## Syntax

```
table aclGroupListObjects ( aclgroup theGroup )
```

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

**Method:** *aclgroup:listObjects(...)*  
**Variable:** *.objects*

## Required Arguments

- **theGroup:** The ACL group to get the objects from

## Returns

Returns a table of strings in the given ACL group. This table might be empty. Returns *false* or *nil* if theGroup is invalid or it fails for some other reason.