GetPlayerIP

This function returns a string containing the IP address of the player.

Syntax

```
string getPlayerIP ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:getIP(...)*
> **Variable**: *.ip*

Required Arguments

- **thePlayer:** The player element you want to get the IP of.

Returns

Returns a string containing the requested players's IP, or *false* if the player passed to the function is invalid.