

GetUserDataType

This function gets the type of a userdata value, which is not always a element in the element tree.

Syntax

```
string getUserdataType ( userdata value )
```

Required Arguments

- **value**: A userdata value to get the type of. Userdata types can be:
 - **Shared**
 - *resource-data*: a resource pointer.
 - *xml-node*: a XML node.
 - *lua-timer*: a timer.
 - *vector2*: a 2D vector, used in the Vector2 class.
 - *vector3*: a 3D vector, used in the Vector3 class.
 - *vector4*: a 4D vector, used in the Vector4 class.
 - *matrix*: a matrix, used in the Matrix class.
 - *request*: a userdata type returned via fetchRemote (since r21436)
 - *userdata*: a fallback userdata type return value, when no other type could be found for the object.
 - **Server only**
 - *account*: a player account.
 - *db-query*: a database query handle.
 - *acl*: an ACL entry.
 - *acl-group*: an ACL group.
 - *ban*: a player ban.
 - *text-item*: a text display item.
 - *text-display*: a text display item.

Returns

Returns a string containing the specified userdata's type, or *false* plus an error message if the given value is not userdata.