GetBanNick

This function will return the nickname (nickname that the player had when he was banned) of the specified ban.

Syntax

```
string getBanNick ( ban theBan )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ban:getNick(...)*
> **Variable**: *.nick*
> **Counterpart**: *setBanNick*

Required Arguments

- **theBan:** The ban element which nickname you want to return.

Returns

Returns a *string* of the nickname if everything was successfull, *false* if invalid arguments are specified if there was no nickname specified for the ban element.