

# GetPlayerName

This function returns a string containing the name of the specified player.

## Syntax

```
string getPlayerName ( player thePlayer )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *player:getName(...)*
- Variable:** *.name*
- Counterpart:** *setPlayerName*

## Required Arguments

- thePlayer:** the player you want to get the name of

## Returns

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

## Limits

- Player name can consist of ASCII characters between 33 and 126 are allowed (basic latin):

```
!"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNPOQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~
```

- Minimal player name length is 1 character.
- Maximum player name length is 22 characters.
- Player names are case-insensitive. It is not possible to have two clients with same name but different character case.