

# GetFunctionsBoundToKey

Gets the functions bound to a key. To bind a function to a key use the bindKey function

## Syntax

Server

```
table getFunctionsBoundToKey ( player thePlayer, string key, string keyState )
```

### Required Arguments

- **thePlayer:** The player to get the functions from a key.
- **theKey:** The key you wish to check the functions from.
- **keyState:** A string that has one of the following values:
  - **"up":** If the bound key should trigger the function when the key is released
  - **"down":** If the bound key should trigger the function when the key is pressed
  - **"both":** If the bound key should trigger the function when the key is pressed or released

Client

```
table getFunctionsBoundToKey ( string key, string keyState )
```

### Required Arguments

- **theKey:** The key you wish to check the functions from.
- **keyState:** A string that has one of the following values:
  - **"up":** If the bound key should trigger the function when the key is released
  - **"down":** If the bound key should trigger the function when the key is pressed
  - **"both":** If the bound key should trigger the function when the key is pressed or released

### Returns

Returns a table of the key function(s).