

# GetResourceInfo

This function retrieves the value of any attribute in a resource info tag.

## Syntax

```
string getResourceInfo ( resource theResource, string attribute )
```

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

**Method:** *resource:getInfo(...)*

## Required Arguments

- **theResource:** the resource we are getting the info from.
- **attribute:** the name of the attribute we want info about.

## Returns

Returns a *string* with the attribute value if it exists, *false* otherwise.