

SetPlayerName

This function changes the specified player's name. Note that any change made to a players name with this function is not saved in their settings so the name change only lasts till they disconnect.

Syntax

```
bool setPlayerName ( player thePlayer, string newName )
```

OOP Syntax Help! I don't understand this!

- Method:** *player:setName(...)*
- Variable:** *.name*
- Counterpart:** *getPlayerName*

Required Arguments

- **thePlayer:** the player that will have its name set.
- **newName:** the new name to set for the player.

Returns

Returns *true* if the player name was changed succesfully, *false* if invalid arguments are specified.

Limits

- Only ASCII characters between 33 and 126 are allowed (basic latin, no spaces):

```
!"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMN0PQRSTUVWXYZ[\]^_`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.