

GetResourceName

This function gets the name of the specified resource.

Note: If you want to access the name of any *resource-data* you should use getElementID.

Syntax

```
string getResourceName ( resource res )
```

OOP Syntax Help! I don't understand this!

Method: *resource:getName(...)*
Variable: *.name*
Counterpart: *renameResource*

Required Arguments

- **res:** The resource you wish to get the name of.

Returns

Returns a string with the resource name in it, or *false* if the resource does not exist.