

IsPlayerNametagShowing

This function will allow you to determine if a player's name tag is currently showing.

Syntax

```
bool isPlayerNametagShowing ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

- Method:** *player:isNametagShowing(...)*
- Variable:** *.nametagShowing*
- Counterpart:** *setPlayerNametagShowing*

Required Arguments

- **thePlayer:** The player whose current name tag condition you want to check

Returns

Returns *true* if the player's name tag is being shown, *false* otherwise.