

# GetNetworkStats

This function returns network status information.

## Syntax

Client

```
table getNetworkStats ( )
```

Server

```
table getNetworkStats ( [ element thePlayer = nil ] )
```

## Optional Arguments

- **thePlayer:** The player you want to retrieve network stats from.

## Returns

Returns a table, the indexes in the table are the following:

- **bytesReceived** - Total number of bytes received since the connection was started
- **bytesSent** - Total number of bytes sent since the connection was started
- **packetsReceived** - Total number of packets received since the connection was started
- **packetsSent** - Total number of packets sent since the connection was started
- **packetlossTotal** - (0-100) Total packet loss percentage of sent data, since the connection was started
- **packetlossLastSecond** - (0-100) Packet loss percentage of sent data, during the previous second
- **messagesInSendBuffer**
- **messagesInResendBuffer** - Number of packets queued to be resent (due to packet loss)
- **isLimitedByCongestionControl**
- **isLimitedByOutgoingBandwidthLimit**
- **encryptionStatus**