

GetResourceState

This function returns the state of a given resource

Syntax

```
string getResourceState ( resource theResource )
```

Required Arguments

- **theResource:** The resource you wish to get the state of.

OOP Syntax Help! I don't understand this!

Method: *resource:getState(...)*

Variable: *.state*

Returns

If successful returns a string with the resource state in it, *false* otherwise. The state can be one of:

- **loaded**
- **running**
- **starting**
- **stopping**
- **failed to load** - Use getResourceLoadFailureReason to find out why it failed.