

SetPlayerNametagText

This will change the text of a player's nickname in the world to something besides the nickname he chose. This will not change the player's actual nickname, it only changes the visible aspect inside the world (you will see his original nickname in the scoreboard and will refer to his original name in scripts).

Syntax

```
bool setPlayerNametagText ( player thePlayer, string text )
```

OOP Syntax Help! I don't understand this!

Method: *player:setNametagText(...)*

Variable: *.nametagText*

Counterpart: *getPlayerNametagText*

Required Arguments

- **thePlayer:** The player whose nickname text you wish to change
- **text:** The new nickname text that will be displayed

Returns

Returns *true* if successful, *false* otherwise.