

GetBanReason

This function will return the ban reason of the specified ban.

Syntax

```
string getBanReason ( ban theBan )
```

OOP Syntax Help! I don't understand this!

Method: *ban:getReason(...)*

Variable: *.reason*

Counterpart: *setBanReason*

Required Arguments

- **theBan:** The ban in which you want to return the reason of.

Returns

Returns a *string* of the reason if everything was successful, *false* if invalid arguments are specified if there was no reason specified for the ban.