

TakePlayerMoney

This function subtracts money from a player's current money amount.

Note: Using this function client side (not recommended) will not change a players money server side.

Syntax

Server

```
bool takePlayerMoney ( player thePlayer, int amount )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *player.takeMoney(...)*

Variable: *.money*

Required Arguments

- **thePlayer:** the player you are taking the money from.
- **amount:** an integer number specifying the amount of money to take from the player.

Client

```
bool takePlayerMoney ( int amount )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Player.takeMoney(...)*

Required Arguments

- **amount:** an integer number specifying the amount of money to take from the player.

Returns

Returns *true* if the money was taken, or *false* if invalid parameters were passed.