

GetPlayerSerial

This function returns the serial for a specified player.

Note: It's possible for a player to fake the value returned from `getPlayerSerial` when used on the clientside. For this reason you should only trust the value returned by this function when used serverside.

Important Note: You should **use this function** in conjunction **with account system** (e.g: **login & password**) - especially for critical things, because **serials could be invalid** (as in, **non-unique** or **faked**). See: Script security.

Syntax

Server

```
string getPlayerSerial ( player thePlayer )
```

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

Method: *player:getSerial(...)*

Variable: *.serial*

Required Arguments

- **thePlayer:** A player object referencing the specified player.

Returns

Returns the serial as a *string* if it was found, *false* otherwise.

Syntax

Client

```
string getPlayerSerial ( )
```

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

Method: *localPlayer:getSerial(...)*

Required Arguments

None

Returns

Returns the serial as a *string* if it was found, *false* otherwise.

Serverside examples

Server

This example creates a command with which player can check their own serial.

```
function checkMySerial( thePlayer, command )
    local theSerial = getPlayerSerial( thePlayer )
    if theSerial then
        outputChatBox( "Your serial is: " .. theSerial, thePlayer )
    else
        outputChatBox( "Sorry, you have no serial. =( ", thePlayer )
    end
end
```

```
addCommandHandler( "myserial", checkMySerial )
```

This example adds a command to ban a player's serial.

```
local function banSerialCommand ( source, command, playerName, reason )
    if playerName then
        local player, serial = getPlayerFromName ( playerName ), getPlayerSerial ( playerName )
        if player then
            addBan ( serial, source, reason )
        end
    end
end
addCommandHandler ( "banplayerserial", banSerialCommand )
```

This example only allows clients with a certain serial to log in into an account.

```
local allowedAccountSerials =
{
    -- List of allowed serials to log in into an account. Format:
    -- [ Account name ] = { Allowed serial array }
    [ "3ash8" ] = { "9C9F3B55D9D7BB7135FF274D3BF444E4" },
    [ "test5" ] = { "1D6F76CF8D7193792D13789849498452" },
}

addEventHandler("onPlayerLogin", root,
function(_, account)
    -- Get the player serial and the allowed serial list for that account
    -- (If no serial is allowed for the account, do not allow the player to log in as a safety measure)
    local playerSerial, allowedSerials = getPlayerSerial(source), allowedAccountSerials[getAccountName(account)] or {}
    -- Check whether the client has an allowed serial or not
    for i = 1, #allowedSerials do
        if allowedSerials[i] == playerSerial then
            -- The serial is allowed. Proceed with the normal log in process
            return
        end
    end
    -- If we reach this point the serial is not allowed. Do not let the player log in
    cancelEvent(true, "Client serial not allowed to log in into the account")
end
)
```