

# GetPlayerAnnounceValue

This function retrieves a players ASE announce value under a certain key.

## Syntax

```
string getPlayerAnnounceValue ( element thePlayer, string key )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *player:getAnnounceValue(...)*

**Counterpart:** *setPlayerAnnounceValue*

## Required Arguments

- **thePlayer:** This is the Player whos value you want to retrieve.
- **key:** The name of the key.

## Returns

This function returns a *string* containing the requested value if a valid key was specified or *false* otherwise.