GetPlayerNametagColor

This function gets the current color of a player's name tag as RGB values. These are in the range 0-255.

Syntax

```
int, int, int getPlayerNametagColor ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:getNametagColor(...)*
> **Counterpart**: *setPlayerNametagColor*

Required Arguments

- **thePlayer:** The player whose name tag RGB color values you wish to retrieve.

Returns

Returns *red, green* and *blue* values if an existent player was specified, *false* otherwise.