

GetPlayerMoney

Returns the amount of money a player currently has.

Note: The amount may vary between the server and client, you shouldn't trust the client side value to always be accurate.

Syntax

Server

```
int getPlayerMoney ( player thePlayer )
```

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

Method: *player.getMoney(...)*
Variable: *.money*
Counterpart: *setPlayerMoney*

Required Arguments

- **thePlayer:** The player you wish the retrieve the amount of money from.

Returns

Returns an integer with the amount of money the specified player has, *false* if the player is invalid.

Client

```
int getPlayerMoney ( )
```

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

Method: *Player.getMoney(...)*
Counterpart: *setPlayerMoney*

Returns

Returns an integer with the amount of money the local player has.