

# IsGuestAccount

This function checks to see if an account is a guest account. A guest account is an account automatically created for a user when they join the server and deleted when they quit or login to another account. Data stored in a guest account is not stored after the player has left the server. As a consequence, this function will check if a player is logged in or not.

## Syntax

```
bool isGuestAccount ( account theAccount )
```

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

**Method:** *account:isGuest(...)*

**Variable:** *.guest*

## Required Arguments

- **theAccount:** The account you want to check to see if it is a guest account.

## Returns

Returns *true* if the account is a guest account, *false* otherwise.